





 Our cover feature this month is the new movie from Steven Spielberg - Back to the Future. We've an exclusive preview of Electric Dreams' game based on the film and the chance to win some great prizes in our Back to the Future Competition. And if it's more competitions you want we've got loads of other goodies to give away this issue. The Filintstones abettoblaster. Harvey Smith's hi-fi, plus tons of software for Spectrum, Commodore, Amstrod, Reeb and Atarl owners in competitions you just con't offord to miss.

This month we've been overrun by the Bughunters - there are a whole five pages of Jerry Paris' fantastic cartoons! Then there's our amazing Starquake map complete with exclusive playing tips from Stephen Crow — the outhor of the game. Plus a terrific reader's map of Ultimate's Blackwyche. from the very talented Mark Clements

Plus pages of game programs a FREE, totally exclusive Tau Cett poster, and your Lord of the Rings pictures.

We've also gone totally over the top on war-games. Pages of reviews of the latest and greatest strategy games plus you guessed it - a competition. And you can also discover why the C+VGHit Sound went into battle at the Combat Zone.

You'd be mad to miss this issue of your favourite computer magazine - so stop browsing and rush to the nearest checkout and BUY it! You know it makes sense





MIKRO-GEN/P22





Clere Edgeloy SOFTWARE CONSULTANT Tony Takeushi PUBLICITY

ADVERTISEMENT MANAGER DEPUTY ADVERTISEMENT MANAGER Bernard Dugdale Miles Corre

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WHO DYES WINS!/P41



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NEWS + REVIEWS

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- 14 REVIEWS
 - The amazing Swords and Sortery is our Game of the Month, but there're a few games giving it a close run for its money, like Elite's exciting Commando.
- 54 ARCADE ACTION



BACK TO THE FUTURE/P30



GET EVEN MORE ATTAC













CHED TO YOUR AMSTRAD.







Amstrad owners start out happy, and get even happier as time goes on.

The first delightful discovery is that both the CPC 6128 and the CPC 464 are complete and ready to use as soon as you get them home.

The CPC 464 comes with built-in datacorder, and the CPC 6128 with built-in disc drive. And both have either a full colour monitor or a green screen.

But Amstrad owners can become even more attached to their computers with the simple addition of the peripherals featured here.

They'll make your Amstrad faster, harder working and more entertaining.

And they're very easy to attach. Simply plug in, and away you go, there's no need for extra interfaces.

You may of course wish to get into some even more serious computing, for which you will need the AmstradRS232C specialist interface. This opens the door to modems, networks, and serial printing.

But whichever additions to your Amstrad you care to make you'll find their low prices an additional pleasure.



Amstrad peripherals



NEWS

The lang availed new Wally odventure. Three Week In Paradiae, will be out a son. Arradiae, will be out a son. Meanwhile toke a look at the sacting acrees which olies ston Wallys wide Willmo and little Herbert all last on the Silly late. The game work use Alikro-Gan's game work use Alikro-Gan's Mikro-Flus system — but the Wally specific promise even better hires graphics and mare downture. Three Weeks in





Lothlorien's Waterloo is now available for BBC awners, price £9.95 on cossette and £12.95 on disk.

Desert Ruts, dealing with the North African Campaign in 1941-42, is the latest war game from Arnhem author Bob Smith.

It recreates Rommel's arrival in Tripoli to the Battle of El Alomein, including Operations Battleose and Crusoder and the Battle of Gazato.

Desert Rets has a scrolling map with six scenarias for one or two players. The game is pocked in an A5 video case and comes with an instruction booklet with historical backgraumd nates of the campaign and maps and photographs. Desert Bats is released by CCS on the Spectrum and Amstrad, price so on.

Here's a sneak look at Domark's Friday 13th speed horror come. As you can see there are ten characters involved In the game — you select one to control. Then you have to get the rest of the characters to sanctuary - the place where you've placed a cross Some will come willingly. Others need more persuasion. And any one of them just could be Jason - the manlac knife wielding killer! The game takes place in and around the Crystal Lake holiday camp. A nice touch is the "scoreometer" In the left hand corner of the screen. As more characters get killed off the little icon's hair gradually sticks up further and



Wet Zone, a SSC conversion of imagine's multi-screen shoot-up game, Arcadia, is to be distributed through Micronet 800. Phil Codeall, Micronette.

Phil Godsell, Micronet's Software Manager, says: "It's very saciling to have the exclusive distribution rights to a game as good as Arcedie. It may have dated a little but its speed is as challenging today as it always."

If you haven't been hiding in a claset for the last few aeons you would have heard of MUD – a modern mega dungeon which has amongst its multitude of features on allowance for conversation between characters playing the same.

Now schools and user networks can play it too! Three MUD addicts from St. Albans School in Herifordshire are writing their version of the game with up to 2000 locations and inter-character chaf facility!

III The winner of C+4C+Rps.
Abbott compelition is 12 year.
ald Craig Levales from
card Craig Levales from
Corbolidshom in Norfolk. Thanks
to Probe Softwere, the people
behind the soon to be released
Bosildon Bond game. Craig will
get to appear on stage with his
here and win a few either
goodies too. Craigs piles to Rass
poodies too. Craigs piles to Rass
poodies too. Craigs piles to Rass
hedgelong crass the road? To see
If he had any stompoils. "Use

Despite the jake, Fergus
McGavern at Probe Software
chase him as the winner. Watch
this space for more details of
Craig's starring role in the Russ
Abbat show!

Robbit, robbit, rabbit ...
Heard the latest gassip? Robbit Software has been re-launched by Virgin Games.
On offer one four "mid-price"

games selling at £3.99.
They are Zyto (CBM 64), a multi-screen across game in which you have to assemble a bomb: Darleth (CBM 64), adventure into magic labyrinths guarding a dark secret. The Greet Fire of Landon (Spectrum

48K), involves you in a bid to change history by putting out the fire; High Rise Harror (BBC B), ghost funding in a tower block.

■ Here's your chance to become a cortaon scriptwriter for C+VGI Over the lost couple of issues with been truning a carbon strip drown by ace artist and would be Rembo ten Bilery using his trusty Spectrum and Grofpod. Like all goods artists, has great when it comes to drawing — but if he has to write drawing— but if he has to write what we want you to do is write some scripts for C+PVSF Port-Up strip. The best scripts will be drown up and printed in

forthcoming Issues.

What are you waiting for?
Send your scripts to Computer
and Video Games, Fowl-Ups,
Priory Court, 30-32 Farringdon

Imagine collecting around \$12,000 for just 18 minutes work. But that's what happened to 15-year-old Juan Manue Perez Vazquux.

to 13-year-old Juan Manuberez Vozgeux.

Juan — who believe it ar not is married — beet more that 3 other people to win Firebird Gyron competition where the prize was either a Porsche 92

A simultaneous play-off of specially adapted version of a specially adapted version of a special speci

he office kingsom, 20 eople met in Landon to creahe 3D maze game, two peoples Copenhagen and Juan I lalege.

issigned the special varison.
Jyrnon to be completed in abo
the 45mins. The best timenaged in Landan was the's
mins. But then news of Juan
taggering time of 18 minute
ame through.

At first there was stunns

sisbellef. But the time w confirmed by Firebird's man Malago.

A surprised Ricarda se offerenerals: "Ne did not domaj als ship once. He must have a fown and gone through it may be proceed."
Herbert Wright, Firebir Project Manager, sald: "I to also he had won in very be

ste of shock."

Juan's reaction to the ness apparently stunned silen

was probably busily corting £12,000 into pesetos

At last same NEW Atari software! Mediator comes from English Software and will be available just in time for Christmas priced at £6.95 for the cassette, £12.95 on disk.

Mediator mixes medieval and futuristic themes — with a doomesday machine and killer trees(?), slime creatures and

eam monsters, Your job is to seek the Good

ENIGMA FORCE

Top creative group Denton Designs are likely to do their reputation no horns at all with their larset broinchild entitled Enigms Force, the long-awaited sequel to Bayone's Shadowfire, writes Dovid Bishou.

writes David Bishop.
Although slow, and sometimes tedious to play, Shadawiire represented a courageous step forwards in game design and this mamentum has been continued with Enigme which follows the further adventures of the Enigma beam AFER they captured the Republican dictator.

General Zott
Shadowfire was a strategy
game refying primarily on
eleganity designed icons and
status windows to provide a
graphical tapestry which wasn't

gaine convincing.

Inigma, while retaining icons
as a means of playing the game,
has a much more fluid seel so it.
You octually see the results of
your instructions to the team
unfold in real time in the top

THE STORY SO FAR...
While escarting the captured
General Zoff to the Emperor's
fromeworld to face trial he

awesame polanic powers on the guidance system of the Enigmacraft which plummets helplessly towards the surface of

helplessly towards the surface of a planet. The next thing you remember is coming round beside the ruins of your ship. Somewhere in the back of you mind you recall the

computer's last message concerning destructor tugs an extended to their way the planet. Meanwhile, back at the plat repitioid stormtroopers, loyol to Zeft, are locked in battle with the insectoid inhabitants of the planet.

YOUR MISSION

You must find the Insectoid leader and enlist his support in locating Zoff before the planet is destroyed. Then you must discover the whereabouts of the last remaining spaceworthy craft remaining an the planet.

INNOVATIVE GAME

You play the part of the Enigma team leader. Each of the four members of your team possess particular skills which must be exploited to the full if your mission is to be successful.

A bewildering array of icons are displayed on the lower holf of the screen, These are divided into the following sections: command, movement, characters in present location, objects in location, objects carried by

Nour seam can explore the planets underground complex room by room and you can give each member a stack of up to sight instructions (five on the Spectrum version) at any one time such as: solect charter/pick up/resplasives/move left/move up/drop explasives/move injekt/actived explasives/jokk up/pick cathod explasives/jokk up to the planets of the pl

The beauty of this game is that you don't have to sit and watch all this happen if you do want to, instead you can be aff instructing somebody else in a different part of the complex! Add to all this a generous

Add in all this a generous helping of repitlad boddies, sprinkle a few fleeting glimpses of the General and gorish with some superbly atmospheric music and you have the recipi far on extremely interactive and sophisticated aroade strategy game which, from the '30% previous deep with the contractive and C-FVE had to linker with, could previously the contraction and the contraction of the country of the countr

Mediator and and all this choos. Two players can play this all action arcade adventure with its of nice touches. Watch out for it. Mediator will also be available for the Commodore 64/128 at the same price.

Wargamers can now create their own battles with Bettle Builder from Lathlorien, it will cost £9.95 on the Amstrod. On the Commodore it will be available for £9.95 cassette and

Yeehoh! Ultimate are out gunning for you with two of its latest releases. The Wild West is all the rage, it seems.

First there's Outlows on the Commodore 64 and Gunflight for the Spectrum and Amstrod, Read the reviews in next month's C-FVG. We'll shoot from the lio.

All the titles sell for £9,95, The quality of the last few games hasn't been up to their usual standard and the C+VG review team hape that Ultimate can prove themselves number one with this new batch of HOT GOSSIP

shell roared over my head. I dearly wonted to dive into the nearest pit for cover.
"All right men, this is IT. You must invoid and investigate the enemy rifts and copture any equipment along the way."

I tremibled at the thought of combat, but there is no escaping

If now, C+VG demands I do my duty. I leapt on to the surface rover flipped the III back and slowly clambared inside, my blood pumping Reacely through my vains . "Go for it?" I told mount! And I DID.

Welcome to Koronils Rift, the lotest game from those wonderful Lucosfilm/Epyx people. Koronis Rift is the third title — Rescue on Frectalus and Ballbiazer being the other two

to come from this combination.
 The two previous releases were fast paced all action.

encounters, but Koronis Rift has a laid back stant that gives it an edge. Koronis Rift may not be as playable as its predecessors sentimed on page 11





GAMES GALORE!

DYNAMITE DAN

Battle your way through 48 of the most bizarre and hazardous screens you've ever seen to save the world from the destardly Dr. Biltzen and his deadly psychom mega-ray!

Spectrum 48K £6.95

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Relive the Bottle of Britain at the controls of the legendary Spitfire, rising through the ranks in your quest for the coveted rale of Group Captain, DSO, DFC. VC.

Commodore 64 £9.95 tape, £12.95 disk Amstrad £9.95 Spectrum 48K £9.95

Available from good software stockists everywhere.
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WIRRORSOFT

but it makes up for it in depth.
The aim of the game is to leave the comfort of your mather-ship and investigate the planet below which is called

planet below which is called Koronis. The planet holds great wealth in the form of weapon systems and all you have to do is pick the planet clean. If only life were THAT simple.

If only life were THAT simple. You have a Surface Rower of your disposal to get around the planet, and a reported not have investigated and retrieves booty in any hulks you find an the planet surface. And a Psytek Science Draid that stoys on the mather-ship waiting to analyse the booty you bring back.

the bookly you bring back.
When you start your mission
on the planet surface you are
faced with a diverse-ye view out
of the flower and o bey of
instruments. The instruments are
crucial for a successful mission,
instruments. The instruments are
crucial for a successful mission,
when you will be a successful mission,
when you will be a surface of the
when you will be a surface of
your reserves, when you will be
proved in the complete story is person
your reserves, weapon reserves
and shield story

and sinear victus. The screen is split into two sections, the top half shows the pioner, the bottom half is the control crea. Here you can choose from a variety of control options, use a new weapons system, control your Reportech robot, call the mother-ship instruct your Physic Pordia in the mother-ship and set game porcometers.

parameters.
You can move around the planet quite easily, simply move the joystick left or right to face the direction desired and push the joystick forward to accelerate and backwards to stoo.

As you move about you face on undulating londscape of undulating londscape of mountains and plains that give a raugh ride if not taken seriously. By using the scanner you con locate the hulks quite easily. When found, the Repo is sent to loot it. However, allen ships attack you can they must be destroyed before Repo can return to the Rover.

You can then return to the mother-ship with the booty and store it, or continue ownerds, with it in storage on the Rover. If you return to the ship the Psylak. Draid takes over and you can view its examination of the

booty.

The goods are passed to
Psytek on a conveyor belt and
you then decide whether to
dismantle it and get Hillocredits,
folly to you! Analyse (show
efficiency, power and value of
the object), exit ship (go back to
planet for more), or end trip and
thus save your current position to

disk for play at a later date.

I do love this bit, the Psytek
Droid has such tasty, little cherry
eyaballs (yes, cherry!). As he
logs your booty into the mother
ship his arms and eyes peruse
the goodles clasely.

There are twenty rifts to work through and as you move through each rift you will discover new weapon systems that you will have to save for

use on higher rifts.
There are a host of twists and
is strategies to follow and a little
jotting pad will prove useful if
you really want to crack all
beacher feeds.

twenty levels.

Along the way you will find tems like new loser packs, power reserves, special radors and many alien forms (needing many DIFFRENT weapons and attack strategies).

The graphics work well, in fact I would say they are better than Freatellar on the 64. You do get that feeling of movement in the Rover and the landscape is not hollow 30: It is created with fractal arithmetic and plotted in wild force.

solid form.

I have a little maan over sound, it was OK but could have been a whole lat better with a little more imagination.

My version came an disk and loaded very quickly indeed.
Karanis Rift will be released by Activision at the end of November, it will ratal for around ten pounds on cassette.

and £12 on disk.

I do have to apologise for the lengthy descriptions given in the review this manth, BUT they do give an indication of the depth of this game as well as the audio/visuals.

Koronis Riff is very playable, but this is NOT what this game is all about, it offers excellent presentation, play and DEPTH as a package.

It will keep your interest for many on hour. Its strategic tentacles will slowly embrace your brain — urging you on to go for "just one more rift!".

■ I must get my eyes checked! In the November issue of Computer Gemer the front cover featured a picture of a certain winter sport and the claim that Winter Gemes from US Gold was reviewed asclasively in that map Well. It just lath set.

Commodore User also feature of full blown review of Winter Games the same month. Maybe next month...

A recent that with US Gold Supremo Gooff Brown proved interesting. He has just taken delivery of his new cor, a rather stunning red Ferneri. Just how much did it cost him? It leoves little change from £74,000. Tolkina of cors! I hear the

Ultimate team are gearing up. The team had driven Parsches, but Time Stamper felt like a change, so he has taken delivery of a new, red — colour of the month? — tembershies. What's the number

plate? Why, TM 19, of course!

A little gem passed my desk this month. It was a press



release for a new game based on surfing. The press release includes industry quotes on the products. The editor of Sincleir User, Bill Scolding, was quoted as soying: This game enriches the game player's existence."

All you Ator! fans can now sleep sight. Elite has been converted to the Ator! and has entered the Ator! op hen char! in the magazine Ator! User. Strange no one told Firebird obout ir!

Il recently had a sneck preview of Reder Ralders on the new Commodors maga-machine, the Amige, Phew, It is a flight simulator with strong accode element. The graphics, sound on playability are hard to believe. The new generation of computer gomes is truly storting to arrive. I'll keep you posted on this one.

Second this be the world's first slagstick computer game? Sweerok! World from Gargoyle Gemea is all about the adventures of an accident the sort of chap who gets awayfing worng — but has been given the chonce to redeem himself by sorting out the problems on a planet once owned by the extremely odd





Are Gargoyle having a subtle dig at Ultimate? Will Sweevo make you laugh? Will C+VG have a review of this graphically excellent and turny game next issue? You bet!



Remember to check out The Eldolon, a fantasy ection game from Activision, which should now be on the shelves of your local

software store.

C+VG grabbed the chance of a sneak preview of the game and we recken Activision has enother winner with this benefit manne.

Transported by the Eidolon, a strange 19th Century time mechine, you find yourself in a meze-like world of magical caverns filled with weird creatures.

are first class and with 20 levels to explore it should prove flandishly difficult to solve. Activision also has another

Lucasfilm game out, Koronis Rift. It's about a techno-scavenger, a kind of robatic hyesel, scouring the fabled planet of Koronis for Its

technological treasures. Mepping fans will have a field day with this one. You even have to map the mountains.



BE DANGEROUS.

Play Elite – the ultimate, award-winning space challenge. It's an interstellar mind-game with incredible 3D Vector-Graphic space flight simulation. Elite's been called the "Game of a lifetime":



You take command of a Cobra MK III combat craft and trade with alien cultures on over 2000 planets in eight

Pick your destination on the starmap, check the computer's 4-way viewscan and make your first jump into hyperspace.

Starting with

'Harmless' status, you pick

up combal skills to win ratings of Average' to 'Dangerous'.

If you can handle it you could become one of the Elite, and win the chance to compete in the Elite World Championships. It's dangerous all the way.

"To play it is to be entranced, enthralled and ensnared... stunning." (Computer & Video Games Magazine). "A brilliant game of blasting and trading... truly a mega-

game" (Gold Medal Award, Zzap! 64 Magazine).
"One of the most imaginative games ever designed to run on a home computer..." (Crash
'Smash', Crash Micro

Magazine).
Elite is here now for the Commodore 64 and 128 and Spectrum, and (very soon) for Amstrad and MSX too – complete with Manual, Novel, Control Guide, Ship Identification Chart and more



Be dangerous.

"Zzap! 64 Magazine.





C+VG AN Software REVIEWS

KEY

Does the game sound
Duran Duran LP played
speed? Or does the "From your more knock you has we across the room The C+VG raview teem don't play games with their ears blocked up you some."

VALUE

the game really worth all
the centres? Will the
tity last its its worth goin
without C+VG for a month
cause your paints won'
me up with the extra pockmey? Or could YOU write a
game?

Will you be playing until the early hours of the morning as you attempt to complete just e more screen? Or do you if asleep the minute the i



ELITZ CAME

-VG's way of telling you
the game must not be

- Machine: CBM 64
 Supplier: Oxiclesites
- Price £7.95
 Yebbe-dabbe-dol It's good old
 Fred Flintstone and he's
 dabbling in a bit of stone-age

construction work.

In Quicksity's adapterion of
the femous cartoon series —
programmed by the Textual
programmed by the Textual
irle in Bedrock, Fred's needs ere
simple. He wants a house and a
wife. So he sets about building
swife. I have a set to be
swife a sounds. There ere rockdropping pro-historic binds, wild
tortoises, dinoiseurs and Fred's
under foot, All of these can
under foot, All of these can

under toot. All of these can hinder Fred's efforts. First ha hes to clear a space for his new home. Picking up the rocks and taking them to a tip for points. Then he must use more rocks, round ones this time, to begin building his home.

● STARTS HERE ►

SWORDS AND SORCERY &



HOL HOLDING DUST

Machine: Spectrum
 Supplier: PSS
 Price: £9.95

Swords and Soroary has been the not of many rumours in the Spectrum of many rumours in the Spectrum of the Spe

Well, it most certainly does, and it's been worth the wait. There is a quite phenomenal amount of paperwork with the caseette. About thisteen A4 pages. The first few hundred words give an introduction. The euthors have made a brave

The aim is to venture into the Once he's got the first level constructed Fred finds he needs & bit of essistance in the

constructed Fred finds he need a bit of essistance — in the shape of a dinoseur. Fortunately for Fred, Bedrock is growing eround him and one of

growing eround him and on the first new buildings in the city is a Dino-Hire centre. But to hire Dino, Fred needs cash so he

city is a Dino-Hire ce But to hire Dino. From needs cash so he has to go and pick up some cash at the darkest recesses of the dungeon, and return with a suit of armour. Honestl

Olkey, not the strongest of plots. But I for one would rathe is go looking for e suit of amour then picking up every sparking trinket that comes to hand!

One of the elements which sets S&S apart from anything else is that is only uses six

keys.

Do not despair, purist odventurers: Three of these are used for movement (turn left, turn right end walk forward) whilst the other three are used in conjunction with the feedlishly simple remu system.

More on thet later.
The screen is set up into various sectors. There is a wide band for taxt (insults, greetings and war crise) in the lower-middle area.

Dino he can use it as a step ladder to get the rest of his house finished. Then he has to

band for taxt linguits, greetings and war crise) in the lowermirkfle area.

The menu system is not easy to explain fully it took PSS four:

pages, and they wrote iti). If you imagine e line of text at the bottom of the screen with the left-most command highlighted; "HIT magic act telk

Now, two keys will move the line left or right, highlighting sech new commend as it reaches the left hand side of the screan, and the third will select the option.

Each of these hase

Esch of these base commands will then produce e sub-menu. "Hit"; for example will display the various forms of attack you can use. If you're holding a sword, you could HACK you opponent.

Migdic works on the same principle, when you select the desired spell, there is as suitable special effect, and the program will inform you how well it worked.

Handle and Act are very similar. Both ellow you to manufact objects. The eepy way to manufact objects on the ground and Handle is to use something you are already holding. The Act menu also allows you to jump, which flogically? causes the scenery to go down for a second!

logically causes the scenery to go down for a second! The graphics are very good. Each monster (there are nearly 50 different species) will loom out of the murky passage in 3D before confronting you. All are clearly identifiable (and a little

Also chests and various other objects, like bottles of wine and sendwiches sine drawn.
Talking to the people you meet is great fun! You can be

persuade Wilme to come home with him so they can set up home together. Once he manages to do that his life can begin in earnest...



И

on you mood, insult them, bribs, threaten, or shout at them. The computer will concoct a suitable combination of the creature's name and another phrase. The

OF

MONH

Something I found a little frustrating was the speed of combat, it is very easy to penic This is easily corrected, and

very rarely fatal.

As in Dungeons and Draggns As in Dungeons and Dragons— and some auperior games— your character has a list of stributes which will help him through his quest. These determine whether it is feesible to ask Kevin The Strange to eat

the chest.
To complement the living foes you will encounter, PSS have also included a number of other traps. The standerd "dirty-great-hole-in-the-middle-of-the-floor". crops up, es well es a number of more inventive things, like

transmitters and magical barners.
Sometimes "You sense a sometimes for sense a

of-the-floor"II
PSS are plenning many addon modules to expand the geme - three more dungeon leve waitable in December and The available in December and The Village module — used to enhance your character's skills end ebilities and The Arene which allows you to get involved in combet with other

For real fant there are badoes t-shirts and posters!
This game cen't be clessified.
It's unique. When it eventually. hits the shelves of you local store, raid your piggy-bank!

· Graphics 3 · Sound Value Playability 8

ELLO ABONTHABLE HASTY

HOW HOLDING DUST

location to location otherwise you're in danger of getting lost in Bedrock. Other buildings are being constructed as Fred works away - these help you to work out just where you ere. The buildings include a

service station, e health club, and even a drive-in cinema! club and the burger bar - so if Fred neede a bit of added encouragement he must find

Finding Wilma increases one of two energy levels shown at the top of the access — and makes his heart beat faster, the top of the screen. Don't let Fred lose heart - or he'll give up the building trede. The graphics ere excellent -

recapturing the atmosphere end humour of the Flintstones cartoon series perfectly. Fred looks as if he's walked directly off the certoon "set" and into the computer game

He walks and moves just like falls over e dinosuar or med tortoise. He sits on the ground

end shakes his head trying to make the stars in front of his eyes disappear.
The background graphics are excellent - and the sound. especially the Flintsones theme

tune is great. Gameplay is challenging. It'll take you guite some time to difficult to work out just where landmarks start eppearing pen and paper beside your 64 will be helpful.

· Graphics Sound · Value Playability

THE MAS

Machine: Spectrum
 Supplier: Electric Dreams

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• Prizz 1530 sendo vilha pre sens who
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9

6

9

· Graphics Sound · Value

Playability

CONTINUES ON PAGE 17



C+VG / Sobtware REUIE PANZADROM

a Machine: Spectrum · Supplier: Ariolasoft

 Price: £7.95 It's a far cry from advantures to an all out "total destruction"

shoot'em-up. But the RamJam Corporation have taken that big leep for programmers - and come up with a winner. Ram lam are better known for

that designe and amusing adventure Valkyrie 17. tutonic flavour remains in Panzadrome — but in name only The game goes like this

You find yourself in control of e Hel-Tek robo tank deep inside the enemy Panzedrome, Your job is very simple. Get out there and destroy the 25 reactors dotted around the enemy city Once you've loaded the game

ou see a blue-print of the hits of your tank with a technical specification below it. The computer sticks all the bits together for you and then it's out onto the battlefield

bivcrete plant. Without a

Polycrate module on your tank you can easily get trapped Craters appear when you get shot at or when you destroy an enemy tank - and you can't cross them unless you've not some polycrets on board to fill the holel Beginners will find nseives making good use of the guit key! The graphics are interesting making good use of colour

 Graphics Sound
 Value

Playability



Spectrum/C64/128/Amstrad/BBC • Sunntier: Fite Price £7.95

Go totally over the top as Super Joe, crack commence, takes on the world in an explosive rescur mission, Forget Rembo - old Joe's in a class of his own on this battlefield. Basically what you have to do

is reach the enemy fortress and escue the prisoners held there You have to be fast on your feet and mick on the trigger to defeat the messed forces of the enemy. They come at you on foot, shoot at you with mortan and bazookers, try and run you down with troop carriers and motorcycles. All decidedly

Still, you've got your trusty machine our and a handful of grenades to help you get through. And you can pick up more regreter so you dest across the battlefields, under the tunnels and through enemy strongholds. We played the Spectrum version for this revi and the graphics, sound, animation and game play are all excellent. Better, we're efreid to say, than the Commodore version. We've yet to see the game on the Amstrad or Beeb. The Spectrum Super Joe is a hip, well animated character. The background and enemy idiers are also well drawn The choice of colours is good Scrolling is smooth and colour

clash problems are kept to a Commando is really a pretty streightforward shoot-out. But the game is difficult enough to keep your interest end addictive enough to keep you coming

back for more There's only one hint really worth giving for beginners keep moving fast and keep blasting everything in sight? Spectrum Dwoners shouldn't classic arcade game. Commodore owners have ore of a choice with Alligate's

Who Dares Wins II and the to be released Rambo game You pays your money end

takes your choice, Commando not a bed choice.

SPELLBOUR

Machines: Spectrum Supplier: Mastertronic

Prior £2.99 Will you please welcome back the amazing Magic Knight in his latest smash adventure Spellbound The main character of this

first in a new mid-price range of gemes from Mestertronic is called Magic — and the game will cast its spell over you too. Old Magic Knight first appeared in Finder's Keepers Now his creator David Jones has set Magic a new task. Gimbal the Wizerd has been trying out some very old spells to make his rice pudding taste

Unfortunately the scribes who trenslated the spell from encient

- and when Gimbal tried to make his rice pudding nicer he was blasted through time to the Castle of Kern Seven other unfortunate

characters were surked into the castle with Gimbal - including forin the Owerf and Thor who wishes he had a han Magic Knight gets the call to help his old friend and zaps off to the myetarious castle to eave Gimbal and the savan other characters. The main feature of the game is a novel technique

ch David calls Windimetion What that means is that windows or nanale full of options can be called up on the screen, overlaving the main graphics area end each other These windows are full of

more conventional arcade Each of the seven characters has his or her own nersonality And Manic must take care of keep them fed and happy. If he doesn't, the gewill soon be over. You can examine the characters to check out their status - and maybe

like examine, read, pick up, drop,

pystick. The Magic Knight then

Year

cast spell, etc - which you

select using the keyboard or

does what you tell him. You also move Magic about the

castle using the controls as in

discover if there's something they really went. Like Thor and his hammer. If you help them, the cherecters will help you.

The game is not over when
the wizard is free. Then you have to help the seven other unfortunates get back to their own parts of the world The graphics are nest, the

sound good and game play is quite simply magic! You'll soon get the heng of using the indimation menu system Arcade games players and dventurers will enjoy Soeilbound, It's tremends value at just £2.99 end deserves to be a smesh

HETHING

RURILABLE

CONTINUED FROM PAGE

Graphic ٠ Sound Value CONTINUES ON PAGE THE COUNTDOWN HAS BEGUN

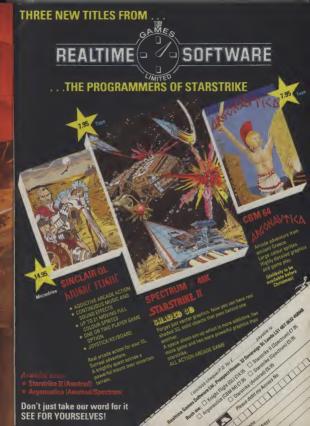
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From DURELL

BACK.

H STATE STREET

Carn Large Court Green Twinter TAY 4AB



G+VG / Software REU E45 4

DOPPLEGANGER

INTERNATIONAL RIIGRY



Amstrad

COMON P ES SE

Machiner Spectrum CRM641

· Supplier: Artic • Price: £7.95

There are loads of sports games around right now - but no one has attempted a rupby

Artic could have a grand slam on their hands with this

You can play the computer or it features passing, line-outs, scrums and conversions. Everything you'd expect from a real-life rugby game.

You can become the captain

of England, Ireland, Scotland, Wales or France for a day and

The computer asks you which team you wish to captain and at which of the two difficulty levels you want to start. You also get a league table after each game. Now the had news. The

graphics leave a lot to be desired. If Artic had taken a look at Metch Day, this game would have been an instant As it stands, the two teams

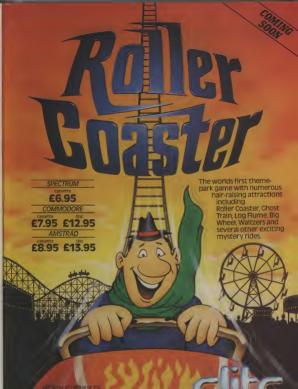
are represented by black blob like figures - oute well snimated but just not big enough to get any real litelike changes colour so you can spot The programmers have included a TV screen, International Baseball style at the top of the screen. This You kick the ball through the uprights after first checking the cursor in the general direction of your kick. But beware - the wind can change as you kick!
You see this in close-up on the screen and also on the norma

field display. This screen also flashes up the logos of companies like Boots and W.H. Smith when it's

about the stick-men had worn played with a joystick, but there If you like action sports

games, look at International Rugby, We saw the Spectrum planning to do big things with the graphics for the 64 and If they do, the game could





C+VG AN Software REVIEWS

QUAKE MINUS ONE

- Machine C8M 64
- · Supplier: Monolith • Price: 19.95

This is not so much a review or even preview. Consider it a progress report

Quake Minus One, released by Monolith, Beyond's new label, is

hash. The copy that arrived in C+VG's offices was virtually complete, lacking a few

you read this will have been

The game scenario is as follows. The terrorist Robot the Titan power complex on the nations. They are demanding liberation of all robots or they will trigger off the destruction

The only way to avoid

to be seen to be believed -



SIR FRED





- · Graphics
- Spund · Value

Playability

· Machine: Spectrum Supplier: Alphabatim

- Price: £7.95
- Beware of press releases that

ROBOT MESSIAH

- Graphics Sound · Value
- Playability









G+VG AN Software REUIEWS



 Machine: Spectrum Sunnline Bun Byte ●Price: £2.50

Oh Zoot! The Mankins win

Well, we all do from time to

Bodkin, Spike, Grimbo, Jekvill Bogie, Uggy and Nevil he can wait for his mysterious

new Zoot for Christmas -



will be up.
The best way to stert the geme is to rush to the computer centre end get the secret disc. Sabotour is an addictive.

Your mission - as an ace.

headquerters, pick up a secret computer disc, blow up the building and escape. Saboteur is e real time all

Ninis trained, special agent

 Machine: Spectrum Supplier: Durel Priper £8.95 should have turned out like! Saboreur is the best game from

• Graphics Sound Value Plavability

• Graphics · Sound · Value

Playability

18

KUNG

 Machine Amstrad/C64/Spectrum/BBC

· Supplier: Imagine Price: (Amstrad/C64) £9.95 (RRC) F7 95 (Spec)

Yie Ar Kung Fu is an accurate

You play the part of a tough little character called Oolong who has to take on some of the nestiest Ninjas seen this side of

You start by bettling a fat

to hear - but hewere those

interesting new moves - and you'll need at least half an controls. There are ten to learn. New moves in this game Animation is superb - elmost

If you thought you'd already

• Graphics • Sound

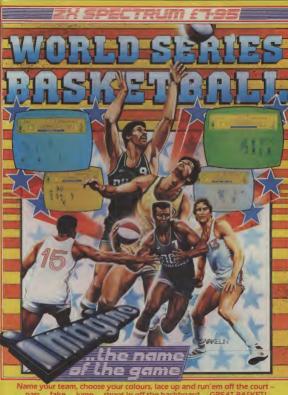
· Volue

Playability

6 Q







Name your team, choose your colours, lace up and run'em off the court — pass ... fake ... Jump ... shoot in off the backboard ... GREAT BASKETI Simulating all the excitement (including FOULSI) of the Basketball Challenge. Play head to head or against the computer — REACH FOR ITI

Play head to head or against the computer – REACH FOR III

C+VG Sobtware REVIEWS



tachine, Amstrad (disc only)

ePrise: E3.95
How can you improve on a perfect gene? That was the perfect gene? That was the content of lessed myself when Sorcey's arrived in the office.

Sorcey's arrived in the office, and we in a series of the order of the

bostons which as we can adjust on the pictual type and officers on the pictual type and officers on the pictual type and officers on the pictual type and ty

high standard at the corpora-bornary evident research and an experts. I associately titled acrees which soppears between parts one and two. The scree parts totally black and two if the computer. The street part is the computer. The street part is provided game and if m sure private dispersion of the street parts and seed. This is definitely my all-time invasible game and if m sure private the game, I would be private the game.

Hart's cartoon series.
It's besically a "reaction

cartoon graphics

testing" game with some nice

You have to help Thor rescue his girlfriend Cute Chick from

You have to be pretty mick

on the joystick or keyboard to steer Thor successfully through

all the obstacles he ancountars

and the game does get writating addictive.

the jaws of a hungry dinosaur

DISCS DEATH



Machine: Spectrum · Supplier: Artic

• Pricer F6 95

Remember that bit in Wait Disney's computerised movie Tron when two futuristic gladiators battled it out with gladiators battled it out with deadly frisbess? Come on, you remember, there was an arcada machine based on the scene tool

Well Artic's Discs of Death is based on this bit of the movin You control an impossible Mission style man who is armed with three Frisbess - sorry discs. He stands on a floating platform facing the computer controlled opponent who starts bunging his deadly discs at you You must attempt to hit him before he gets you.

There are a couple of other pletforms which you can use to jump back and forth on to avoid his discs or get a good shot at the other guy. Should you get hit, you dissolve into a nest pile

of electrically charged dust.

The animation of the main character is good - you soon get the hang of skimming your deadly discs across the arens and defending yourself against your opponent

But remember you only get three discs - fuckily they boomerang back to you once you've thrown them - but it's not a good idea to leave yourself completely defenceless And that's about all there is to it. There are three skill lavels

- which basically means that you get fewer platforms to jump on and the discs move faster If you liked the arcade mechine, you'll love this. The

graphics are a bit basic - a little more attention to detail would've made this a classic As it stands it's a fun game to nlan

3D BOXING

Machine: Amstrad Supplier: Amsoft Price: £8.95

At last a boxing game for the old Ammiel But it's a bit of a disappointment i'm afraid, despite the 3D tag. You get a series of appone to tackle. Each have different characters and boxing styles. But it doesn't really matter th

The boxers move far too rkily across the ring and t unching action is slow.

Software Projects attempt to breath new life into this now

BC'S QUEST FOR TIRES



· Machine: Spectrum/CBM 64 Supplier: Software Projects Price: 17.95 (Spec) £9.95 (CBM



COMMODORE 64



"A dream come true!"

"Wizardry is magic!"

"One of the best games . . . excellent . . . get hooked on this game, I sure did!"

"Wizardry proves that the Brits are still the best when it comes to gameplay, matching the best graphics and music with imaginative plotting and fiendish complexity"

PICK OF THE WEEK (CT Weekly, PC Weekly) - FRONT COVER FEATURE (Com. Hor. 77ADIA

48K Spectrum

chronicles of the land of fairlight 1. a prelude: the light revealed



By BO JANGEBORG (author of 'The Artist')

"Maybe the game of the year!"

"... one of the most sophisticated games the Spectrum has ever seen."
"... one of the ten best programs ever made for the Spectrum."

Provider Committee Witchie Cyclober 1989.

... the best arcade adventure of the year."



BACKAIII



Note was over on thins for closses. He was never on time for dischere. These more days in warmin in 185 time at all Merry Merry Merry and the second of the

The future affects the post and present, just as the past and present affect the future. The past isn't over and done with. It's still there. And once we can find a way to penetrate it, we'll be able to change thinas that

happen tommarrow."
These are the words of acceptive inventor Dr Emmett Brown, the man wha turned Deloren supercar into a four-wheeled time-machine. Well, sameone had to do compating with them didn't something with them didn't

they?

Doc Brown is responsible for sending our here, Marty McFly, back to 1955. Perhaps not totally responsible. There were a few machine guntating lighton terrorists involved too... But more of that later.

The problems of time travel.

what happens in the future if you after something that happened in the post — are the bosis for the new smash hit sol-fi adventure movie Beck to the Future, written and directed by Robert

Back to the Futura has been a number one in the U.S. bax office ratings and is this year's Royal Film

It's one of those movies you'll want to ga back to see mare than once, more than twice.

And when the cinemas are shut you'll want to be playing the camputer game based on

The game is being released on the Electric Dreems labe! and is being masterminded by games guru Mark Eyles, ex-Cavichsira, logether with the man who turned Ruperl Into a computer cutt, Martin Malier. A high-powered team for a high-profile project.

Here we take an exclusive in depth loak at plans for the Back to the Future game and at the movie that will be packing them in over

THE FILM

accepts a mysteriaus invitation from Doc Brown. The Doc wants Marty to turn up at a deserted car park in the middle of the night to see a demonstration of his latest

demonstration of his latest invention.

Marty does just that — and his mind boggles at the

his mind boggles at the fontastic machine that rolls out of the back of the Dac's truck

N's a souped-up and highly modified Delarean gull-wing sparts car packed with hi-tech goodles that have transformed it into a luxuriaus time machine. Get it travelling at 88 mph and it warps through time. It can visit past of future

— all you have to da is program in a destination. The Doc tests it aut with his pet dag Einstien in the driving soat. It works. Sa he throws his suitcase in the back of the DeLorean, waves goodbye to Marty and is just about to set.

It seems that Doc has been involved in some shady dealings with these terrorists. He agreed to build them a nuclear bamb just so he cauld get his hands on the plutanium he needs to run

the Delarean time-machine.

He didn't build the bomb
and the terrorists are a bit
unhappy to say the least.

They come after the Dac with guns blazing.

The Dac makes a run for it. Marty attempts to make his getaway in the time-car. The terrorists chase him and Marty mistakenly exceeds the 88

mph speed limit. You know what happens





next, don't you? Marty zaps back to 1955 and starts messing up the past. For instance his Mum — much younger — starts falling in love with him. Well, this tan't on. After all what would happen to him If his mum didn't meet his Dod...?

This is when the real action starts. Marty has to put the past back to rights and samehow find the power to get him and the time

machine Back to the Future!
There's lots mane to the film
than we've got space here to
tell you — and if we did!!
would anly spoil one of the
most enjoyable films to thit
you
Don't miss it. And don't miss
the game of the film either.
Bead an for mare details.

THE GAME OF THE FILM Back to the Future — the computer game — stars YOU

as Marty McFly. Yaur job is simple. Make sure your future Mum and Dad meet up in the past. And find the power to get you and your timemachine back to 1965.

Simple? No... The game is being

programmed by Morini Walker, whose most each claim to fame is the graphically brilliam Rupert and the Taymaker's Party. A far cry from the glossy sci-fit world of Back to the Future, but Martin will be using a few techniques he developed during the programming of Rupart for this secting new

project.
The Back to the Future development learn, Martin Walker and Mark Eyles, are beavering away at Martin's picturesque Lincolnshire hame—ailed Nutwood Cartage, a mark of Martin's obsession with everything connected

with Rupert Bear. Outside they are surrounded by rolling countryside and rural tranquility — Inside they are surrounded by computer gear and musical equipment.

You, as Marty, will be able to react directly with other characters in the game, to recreate the amazing adventures Marty has when

he arrives back in 1955.
The graphics will be a mixture of 1955 and 1985 shiles. For example the time display—see screen layout far details—will be pure 1985 and token from the dashboard of the film's Debroen car, while other status readauts will be displayed in 1955 shile TV.

sets.

The game is based an Marty's efforts to return to 1965 from 1965, and an his efforts to get his parents to fall in love.

The game is played on a screen with large animated characters fram the film — Marty, his mother and father, Biff the bully and the Doc.
The object of the game is

to arrange structions in which Marty is able to get his parents together. His efforts are frequently subotaged by Birff.
Once Marty has managed

to get his parents to fall in love, he must return to the future, with the aid of Doc Brown, in the time mochine.

THE SCREEN LAYOUT

1) Marty. The figure is fully animated and calaured. Yau cantrol him with a joyatick. He can trip, punch, jump ar perform other specific actions in cartain parts of the game. For example if the is at the bar of the coffee shop he will buy a milkshake, if he is an the stoge at the dance he will

play guitar and so an. These options are shown by the loans at the top of the screen.

2) Action Icons. These indicate the range of different actions Marty can use to

influence the other characters in the game.

Morty can only use one of these if he is in the right place in the playing area.

place in the playing area. While he is using one of these the ican will flosh. Then ance he has finished his action the ican will blank out and he will not be able to use that action again until the ican reappears. The possible actions are:

actions are: Trips. Marty can attempt to trip any of the other characters up white they are passing him. Allen Disguise. Marty can disguise himself as an alien to try and trighten any of the

ather characters.
Love Poems. Narry can hand
love poems to any of the
other characters.

Buy a Milkshake. Marty can buy a milkshake for any of the other characters. Outer. Marty can play guitar to the characters.

In the case of the love poems Marty must collect them before he can use them. He will only be able to dress up as an alien where there are cupboards containing suitable disquises.

The drinks must be bought at a bar. The guitar must be played at the dance on the stage.'

These different actions, and

the punch, will have one of three different effects on the other characters in the game. The characters will remain

in the same place for a certain amount of time, or they will follow Marty, or they will run away from him.

In this way you are able to get the characters in the correct places and positians to set up situations in which Marty's father can impress

Marty's marker, 3) Hi-resolution background, Por

background, Possibly digitised scenes from the film. This background scralls smoothly as Marty walks

The locations are as follows:

The streets of the town with entrances leading off into the school, the coffee bor, the dance hall and the Doc's house, the school, the coffee shap, the dance hall and the Doc's house.



Each location will be four screens wide a total play area of 20 screens. If time and memory allow these locations may be increased in size to

six screens each. 4) The Crush Level, This shows how romantic Marty's mother is feeling. If you are able to engineer an appropriate encounter

between Marty's parents then the heart in this indicator will get bigger. If you are unable to produce an appropriate encounter then the heart will chrick

You aim is to get the heart to it's largest size by the end of the seven days in 1955, at which time you will have to return to the future. Typical situations which will ncrease the size of the heart

 Get Marty's mother and father into the coffee bar. Then get Biff to chase you into the coffee bar and trip him so that Marty's father is able to punch him. This punching action will occur automatically, you have to arrange all the characters in

the correct positions for this manoeuvre to succeed. Get Marty's mother and father together in the dance hall and play guitar, this encourages them to dance together, Biff may appear and separate them in which case you will need to get Biff away and get the parents

back together

book of poems and arrange for him to meet Marty's

mother without Biff ground. In each of the different locations there will be reporter similar to there above which may be used to increase the Crush level 5) Photo Meter. This is the photo of Marty and his brother and sister. At the beginning of the game the photo is only half revealed as you play you will either lase more of the photo or neveral more if the photo vanishes then you have failed and must start again. The photograph must be fully revealed in order that you are able to return Marty to the future, in the movie Marty

carries a photo of his family

which productly fodes the longer he stays in the past 6) The Time Display. This is a copy of the time display in the car and shows the Present Time, the Time Departed -which is set for the time when you must leave the past and the Arrival Time, which shows the time when you will arrive in 1985.

By comparing the Present Time with the Time Departed you are able to find out how much time you have left to complete the game.

Back to the Future will initially be available on the Commodore 64 with Spectrum and Amstrad versions to follow. The film should be at a cinema somewhere near you right NOW!

· Give Marty's father the C+VG COMPETITION

Go Back to the Future with C+VG

You've read about the game, you've heard about the movie, now try to win C+VG's terrific Back to the Future Time Traveller's Kit. All you have to do is simply tell us which five things you'd bring back to the future from a time trip to ANYWHERE in the past and why? How simple can you get?

For example - if you'd like to bring back a real live dinosaur to terrorise your next door

neighbours irritating dog. or perhaps you'd like a mint copy of the Beatles first ever hit record, or perhaps an original Sinclair Z80 computer!

Just fill in the coupon, give the reasons for your choices and send your entry to Back to the Future Competition. Computer and Video Games, Priory Court, 30-32 Farringdon Lane. London EC1R 3ALL

Normal C+VG competition rules apply and the closing date is January 16th,



WHAT YOU WIN We've got 10 Back to the Future Time Traveller's Kits for the lucky winners. These consist of a Back to the Future soundtrack album, the paperback book of the film AND a copy of the Electric Dreams Back to the Future game, which will be available for the C64. Amstrad and

COMING SOON And that's not all folks! Next issue we'll be bringing you another great Back to the Future competition with more star prizes. Don't miss February's C+VG - out on January 16th. Now there's time warp for

Spectrum.

C+VG/ELECTRIC COMPETITION	DREAM	S BACK	то	THE	FUT	JRE

Tell us which five items you'd want to bring the Future from ANYWHERE in time — and	Back to	>
Item 1		

n 2		
n 3		

Name Address

Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐

THE HOST IN THE MACHINE



M.U.D

Multi User Dungeon

"MUD leaves conventional adventures for dead" (PCW)
"MUD is the addictive game" (Telelink)
"10 out of 10 on all counts" (Which Micro)

It's here - The most talked about computer game in the world. M.U.D is more than Adventure, more than Communication, more than a new way of using your Micro. It's fun, it's addictive, it's challenging, and, it you have a modem, a computer and a phone-line, it's all yours

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C+VG Software WAR GAMES WAR G

THE BULGE — BATTLE FOR ANTWERP

upplier: Argus, Press

by more convention The Bulge is fun, symble if the events it is recresent are ignored

Mair original hone weakening or breaking the their crossing of the firt-the spring, the event, the Germans

acceeded just enough for the Allies to request an early . offencive in the East by the R For from strengthen emany's hand against Russ's a legacy of the Burge was assign — father than America

· Graphics: •Sound:

◆Value ·Playability:

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SWORDS & SORCERY (P.S.S.)

Is months in the making, it's here at last "The supreme role-playing Dungeons & Dragons game, based on the newly-developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorceray itsalf." It's very difficult to do this game justice in a few words— he share rain and depth defy following the control of the same process of the same state. The share rain and depth defy indeed," — Crash.

Spectrum (C. 19. 95

YIE AR KUNG FU/(Imagine/ Konami) At last! One of the biggest programs of the year! The

A note of the origins programs or me year Incurrent accade his brought into your own borne, with all the dezaling action you'd expect! Fight your way through screen after screen! A smash-hut if ever these was one! "Konami's arcade het brought home. Just Gwait"—

"Konami's arcade het brought home "lisst Great" Games. Amstrad [C] £8.95 Comm 64 [C] £8.95 Spectrum [C] £7.95

ADVENTURERS! SPECIAL EXTRA SECTION!

Thete are discussed advantages to the Peacl Hastic catalogue from vietnally every, major producer. Just about all the superior before me weage in there and many others one! And Post Hastic curries the full range of ladacoare levisiothers, also hint and goods books to range other advantages teed!

thewark in the problems that keep you awake i slight? The catalogue liess them all

MERCENARY/(Novagen) The was's been worth lif Another total worth

Intended 3-D weder graphes, changing with amazing speed. And the game's different each time you play! You'll really feel as if you're Bying above the planet Targ! Believe us! "We couldn't believe the speed. Smashing!".

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WATERION



· Machine: Spectrum Supplier: Luthlorien • Price: £9.95

Waterloo is a one player wargame, smartly packaged in a contains all the necessary information to play the game

is easy to use and doas include a nonted map Set in one of the most player only, giving you command of the French army and will appeal mainly to those seeking a challenge and to

would have looked nice on the screen, there were definite advantages to receiving clear

Control is by keyboard inputs giving a wide range of command onlines and there is options. Movement is guick and

your computer opponent and the variability of the game. There are three levels of play and the computerised British

significant victory.

The game also allows for the individual units each under its own set of orders. Both of these options in different combinations give great scope for interesting replays of the

The map itself is clear and concise being somewhat larger

a welcome addition to the current crop of computer was games which seem to be a fast growing part of the market.
While the game is sufficiently demanding for the experienced

the computer could make this a Graphics

· Sound · Value



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them simulates the "Market

Garden' operation in 1944

when the British planned to

Three divisions of Allied

enemy lines to capture vital

This is an attractively

with an extremely well

resented bookiet contain

altered from the Spectrum

roops were dropped behind

presented, well packaged game It comes in an A5 video wallet

The screen layout is slightly

rsion of the game and I four

smash the German occupation

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ARRREM

map and unit graphics are of a high standard and even the sound effects aren't too bad. There are five game options five covering the whole lot) and the player can choose from one. two or three player options I feel that the German tack

firrio stilted elighting unimaginative and a bit predictable. I also feel that the stacking of the units and the graphic representation of their movements are somewhat cumbersome. I am, however, nit picking.

Spectrum version of this game have certainly sung its prases and, in my view, quite rightly so The game is user-friendly, and the mechanics are easy to

on and the only is that it does not n any historical

follow. Certain aspects of the

Graphics

 Sound Value Playability

6

9

8

DECISION IN THE DESERT

· Machine: Atari · Supplier: MicroProseiUS Gold Price: £19.95

Decision in the Desert is the follow up to MicroProse's Crusade in Europe. The format and presentation are similar to Crusade. Five

campaigns are covered. centering on North Africa between 1940 and 1942. They are Sidi Barrani, dealing with the British victory over

Italian troops. Operation Crusader, a month long bettle between Rommel and the British at Tobruk; Gazala, dealing with what is thought to be Rommel's beginning of the and for

There are variants to each of the scenarios for the players either one or two - to excesses his military skills in an

The player is provided with a wealth of game play information, which, although appearing quite complex at first, can be mastered with time and effort

The historical notes are quite comprehensive and, although it is not really necessary to read them to play, they add at let of atmosphere to the game. The only real drawback about Decision in the Desert is the side and would probably discourage all but the most

dedicated player. Graphics Sound

· Value · Playability







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OVER THE TOP

What is the Combat Zone? Well it's this place where you can dress up as soldiers and dash about shoeting at people with air-guns loaded with dye-filled pellets' Sounds strange But believe us it's

simply the most fun you can have in the woods with your clothes on! Combat Zone is based on an original

American role-playing game called Capture the Flag. Basically what you have to do is capture the flag from the camp of tough! the "enemy" team and return it to your own HQ Sounds easy. But setually doing it

requires a good sense of strategy team work - and you have to be emite fit? This last bit was the thing that worried Field Marshall Metcalle most of all World the C+VG Hit Squad be up to all that running around after weeks sitting in dark holes playing computer games? Zero Hour came and saw the C+VG

team preparing for combat on the outskirts of a wood somewhere near Brentwood, Essex.

respective camps. C+VG was the Red

team. CRL were the Greens. A few minutes working out the plan of attack and then battle commenced' Each battle lasted an hour and during the day we played five - winning three to CRIIs two. Told you that the C+VO team were

Various tactics were employed - all out attacks, sneaky raids on poorly defended campe and even kamaigane dashes into the enemy strongholds. The flags were carried backwards and forwards over the battlecround many times that day

Sometimes people were just in sight of their camp with the memy flag when someone popped out of the bushes and shot them - picked up the flag and dashed back to their came with it? What does it cost? Well you'll need to shell out £25 for the day. But that includes

If you are interested in learning more about the COMBAT ZONE then write to the Combat Zone (London) Ltd. PO Box 22. Loughton, Essex, IGM 9UD or call 01-502-3494. It would be nice if you told

them you heard about the Zone from



hire of all the gear and guns and a meal







LOUISE'S STORY

A shot in the back. A straight kill and for me - another game was over, "Into the Dead Zone' someone shouted at me - so off I went, very rejuctantly, I'll get my revenue zext time. I thought

Next game started and we stealthily encircled the enemy camp. Green flag ahead and in we swooped amidst a hail of bullets. Five men down and five left - but we had the flag and we had to get back to base. Off we sped, charging through the undergrowth as the enemy followed in hot-

Our camp was ahead. But a net of green men surmunded it

Bullets were flying, we were outnumbered, but our tactics paid off as we covered our men and they meaked through the enemy lines, unharmed. The Reds had won again! Soddenly there they were, running

MIKE'S STORY What an experience. Now I know how

set our flez! Batch and the Sundance Kid felt when

they got surrounded by hundreds of heavily armed troops down in Mexicol Just two bullets left, three of the mighty Green army nushing down at me - and I was the ONLY Red team member left alive! Could I save the flag - or die gloriously in a wild spiurge of vellow ink

Who does wins! Death and phiory? The voices of past Combat Zone between at the yells and whome of semment. from the Red Dead Zone urged me on.

A zigzag run and two Grasss fell to my witheringly accurate shooting. But I'd used all my bullets. And suddenly another Green anneaped out of nowhere to great the Red standard and head off towards their

distant camp Then the other surviving Green blooted me. Another corpse for the Dead Zone and

a victory for the Greens, Curses! · For his considerable courage in the face of insurmountable odds Mike was later swarded Player of the Day Award by the Combat Zone organizard

LESLY'S STORY

I'm not going to like this. Amone know where the negrest rub is? Struggling into army fatigues in the

middle of a cold field is not my ideal of the next way to spend Saturday mornings. After being issued with our guns and builets (Actually they were ink pellets vellow, would you believe up set off for the

Red's Base Camp. After basic instructions up were solved who wanted to defend the base camp and who wanted to go and capture the Green flag. No prizes for which option I picked. Eventually I found somewhere to hide and took up my position. A couple of

minutes passed and suddenly we heard something, guns poised we were ready to shoot. False alarm! We forgot it was Autumn and that conkers fall off the trees at this time of year.

through the forest, they were coming to This is it. Cook the gun, makes sure the gun safety catch was off and get these Greens lined up in our sights.

Slowly, slowly put pressure on the trigger... But wait, they are carrying a Green flag. And they are wearing red armbands... It's our own men! We've done it. we've wen the first battle

After that there was no holding us back and for me there was no more wanting to defend. I wanted to be right in the modile

of what ever was going on Roming through the undergrowth, avoiding pellets, ambushing the opposition, diving into any handy hole you could find. By the end of the third battle we were

all walking around thinking we were now with our guns sinne contaily over our

CRAIG'S STORY

the way I so easily fell into the 'killing' What am I doing here? That was my role. I'll just have to accept that under this initial reaction on arrival at have camp Combat Zone

anoralic exterior lurks a wee devil. I've always had this unfortunate shifter to put myself in potentially embarraseing



situations. Making a fool of travell seems to come naturally - which is rephably why I work on C+VG and why I took the reportunity to go to Combat Zonel I also couldn't see myself in a military

situation, I mean, let's face it. I'm no John Wayne. Running for a bus is my main form. of obvicel activity

I'm more of a Wimpo than a Rambo! My body has a strong resemblance to a runner bean. I look like I should get sand kicked in my face. So, why was I at Combat. Zone?

What would my friends think? Is it morally right to go out for the day with the intention of killing as many people as possible? Wouldn't it be a bit violent? With all these worries in my head I was decked up completely in khaici, given my gun and ammo and led off into the battle area with an assorted bunch of mentally unstable colleagues from C+VG.

The first game came and west, I did

what was expected of me and oddle enough I didn't make a complete idiot of moved. Was that the theme tune to Bridge

Over the River Koos I was homening? Between looking mean and purposeful I was loughing a lot, the sight of Private Benismin Walker skipping through the undergrowth in full combat gear, but, wearing last year's trendy shocking nink booties and long gold exprings, multiply be guaranteed to induce dread and feer in the

Yes, I enjoyed myself. It was a bit like playing soldiers at times but with guns that really fire. It was often chillingly

All my initial reservations were unfounded However, I still looking back don't like

THE ED'S STORY

There I was hiding behind this tree deep in Green territory. There were three of us. Seamus. Mike and me, We could see the few remaining Green troops wandering about simissely, guarding their flag. Just as we thought. The rest of them had gone off on a mass attack on our home base. leaving their camp only partially defended. This was our chance. We could grab the flag and go for glory. It'll be easy!

We crept closer and closer toward the camp until we were right on top of it. We were so close we could small than! I made a dash for the cover nearest their flag. No sign of any violence on their part

yet. I checked that my gun was loaded and ready to fire. I didn't want any emberrasing moments with the safety catch I took a drep breath and dived for the

flag. Suddenly the air was full of bullets! I went off to sulk in the Dead Zone. covered in yellow slime. And the terrible laughter of C+VG artist Ian Ellery, a Green for the day, echoed through the woods behind me. He'll never work again. I thought to movelf...



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Who was Germany's wartime leader?
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DEAR BLECTIONS

The unfortunate incident with the drinks machine had been a bad break. What's more, the editor wasn't going to let me claim for the damage on expenses. In fact, the only extra money he'd agreed to pay me was danger money; thus danger more than the contraction of the business of the contraction of the business of the business of the Bug Hunter Recreation Rom.

The editor's a nice bloke really, always very busy, and I'm sure he didn't mean to kick me out of the office quite so forcibly. At least I'd given him a chance to relieve his pent up frustration by letting him tear up my hospital bill.

Just as I was leaving the building, there was a large crash as a potted plant smashed on the ground, mere inches from where I was standing. Looking up, I saw the unmistakable outline of

our beloved editor's face, complete with cigar. "Don't jump," I cried.

"I'll get your story."
"And don't forget to get
the missing lines from
those Spectrum listings,"
he yelled, then slammed
shut the window. I dived
for cover, as spiniters of
shattered glass fell to the

Entering the Recreation Room was proving to be more difficult than I'd originally thought. Nevertheless, being an ace reporter, I was determined not to give up, and had come up with a completely different tack. You see, I didn't

really have to get into the room, just find out what was going on inside. I'd also recently noticed a Bug Hunter requisition for some rather lewd pictures.

The storeroom next door to the Recreation Room was dusty, musty and obviously disused.

After checking and rechecking my

rechecking my measurements, I started drilling into the wall, directly behind the picture with the false eyes. Bribing the droid to hang the picture in the correct position had

already cost me all of my additional danger money. Big Red and Otiss were the only two Bug Hunters visible in my rather

visible in my rather limited field of view. Otiss was signing photographs of himself.

"I really can't understand how you could get so much fan mail," Big Red was saying, "I mean, I realise that you're much cleverer than me, and so on, bul I haven't had any mail at all. Nor have X or B-Con."

"Not surprising really," Otiss replied "If we assume a reasonably intelligent magazine readership, then they're bound to recognise my superior attributes. "Don't worry about it, Big Red," said B-Con, coming into view, closely followed by X. "Have you ever stopped to wonder why all these letters Otiss has been getting are so similar? You see ..."

"I don't know what you think you're implying with that remark," Otiss interrupted, "but whatever it is. I deny it."

"What I don't understand," said X, "is why you used a cheap photocopier to produce all those letters when I could have done a much better job for you. If I was feeling really generous, I might not even have

feeling really generous, I might not even have charged you as much as the photocopier" "Well, it just so

happens that the copier downstairs is jammed and gives free copies," sneered Otiss. "Not that I've been using it, of course. Even if I did want to make copies of something, you'd probably

tinued on pope 50 h

be the last person I'd consider having seen the mess you made of the listings in the November issue. You lot may not have been getting much have been getting muntains of letters concerning those two Spectrum listings: Poker and Injun-

Jim."

"Ah..em, I think that might, possibly, in a moundabout sort of way be partially, figuratively speaking, my faut," speaking, my faut, the partially, figuratively speaking, my faut, the partially figuratively speaking, my faut, the partially figuratively figurative figurative figurative figurative figurative figurative figurative figurative figurative figurative

two listings."
"No I certainly didn't,"
declared X. "My copies
are far better than that.
Here are your correction
sheets B-Con. See how
I've underlined all the
graphics characters and
everything. Oh, I also

remembered to send a copy to that reporter bloke for the magazine".

"What's this!! Mutiny!!"
Otis virtually exploded in anger as he did a wheelie round the table. "I thought we'd agreed

not to give any information to those magazine people until they started giving us those small essential little luxuries we'd

asked for.
"I'll stop you. The postdroid happens to be a very good friend of mine, and has done one or two little things for me in the past, so I'll make sure that correction sheet

DEAR EN LECTURES

doesn't get anywhere. You should know by now that ..."

 "What's an essential luxury, Otiss?" asked Big Red

"What? Well it's a necessary item that we don't ... Well ... Oh, stop asking such stupid questions and get on with those envelopes."

What he really means, Big Red, is that it's just another nonsensical phrase that he's invented; said B-Con -Look, Otiss, I know what you agreed to -without consulting the rest of us — but they have sent us those pictures on the wall over

tiss?" asked Big Well it's a

room, slamming the door.
As Big Red started
throwing the piles of
envelopes down the
waste chule, X came over
to my wall and peered
through the two holes, "I
how you've been there
all along," he whispered.
If it you off this time,
this perficular stut to
this perficular stut
again. See you next

month.

was MY decision not to

talk to them, and they

sent ME the pictures, I

MY room." Grabbing the

pictures. Otiss left the

Thus ends my first pain-free encounter, I've pain-free encounter, I've printed the correction sheet The editor was so pleased that he's insisted I volunteer again next month. He even gave me a cigar. Though he did draw the line at giving me a bonus.





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face conflict with his ground and air attacks. Be as wise and as caution the most battle hardened general in planning your strategy and calcuyour factles to rescue your supply depots. In short Lone Wolf, if you is your destiny as the complete warrior, the final conflict — a head to hea

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DE ACTION

good simulation of the board game, giving the questions and answers in a multiple choice format, telling you the right answer if you've made the

wrong choice. For the rest, the games come in a multitude of shopes and formats. Some one easy, others were common to the common

playing. However you could oliogy look up any guerries in the Encyclopedia Britannica and the Encyclopedia Britannica and the machine hands down! Which ever game you play. They all make a good attempt to test your general knowledge. Only time will still if they have losting appeal it is hoped they will be a screen.

will be a success. Sale to a success. Totals has three new effering. Typhoon Gol Knuckle. Loe and Legend of Kage. Typhoon Gol is a rather silly game involving a judo or is a young girl and her male cyponent it's really wet and I aid at think all that much of it. At the start. To have charter to the comment of the commen

tossing her clothes over the ensuspecting countryside with gay abandon. Fortunately, she doesn't come out from behind

the tree. The next we see of her, she is looping into a hut to list on her made apponent. Other than a few week kicks, body fives and the occasional high leap, the light is about or unmapping or wet blanker. What makes it worse is that every time she lears, she collopses to this ground and cries bucketalus, and then throws herself across the lop o

What a watering pat, YUK* Table is certainly making full use of the present martial arts crazes must be its Jagomese harings, Legand of Rage is for better than 'Jiphaon Go' lond better than 'Jiphaon Go' and have much longer can this story line be used?' I would have thought that it had been beather to death by now.

beaten to death by now.

The hero is some sort of good ning up organist a whole bonch of bod ninjos. He can eap as high os the trees frow poisoned stars with deadly occuracy and huirl his suichbikkus like the best of frem. But is he a match for five the things ning a king. ?

hiem, Bur is be a moticity for this free breepthing mings king. 2 Miscide Jace is entertaining but notes again it is a gone with it is a property of the minds of the minds of the honoris of boddles with bore ledges to long moused this screen to catch them off their ground. Thereis were one boddle on each screen with a weapon Mill him pick up the gun blost the rest. Other than sit is change in scenario, the two garmes are allowed. offhough in my opinion Knuckle Joe is easier and the screens are claster and less

screens are clistere and less clustered.

SNKs land is fun and-wery much in the traditional style of much in the traditional style of the less than the less of the less provided by the less of the less trade through a warders in model include foot solders and enamy tanks. Your machine gain turret can be turned in any direction and the connon fire is remarkably accurate.

SNK has another game ASO For a space shoolem-up it's great it has fast action, lots of noise and requires accurate shooling.

stocking gyesh space the discourse gyesh space the discourse glored and single second growing and pack ye sergy units, marked with the letter E. Wax have sight respons bases which include shields, guided miss! Rome throwest and smort bombs. You can switch to any of those if you have enough energy. Once over the space sector, basis with a decidy sector, and the second sector is a second or large sector of Mary shorts are needed to k! It and you may have to resor to one of file more powerful?

you may die if it falls too low. Those were just to few of the great games on show and I will be looking at each game in morat detail over the nest lew months. The show was very body butfing with dealers and distributors. Hapefully at worst be too long before you will see these and many more games at week local arradés.

• SHOOTOUT

It's back to the bad old days it.
Data East's Shoot Out where
the caps or in this case on
op - takes on the Molto
single handed with only his
truty Call 145 for company.
Shoot Out is reminiscent of
the days of all Capone
before he went to Alcotroz.

shorts for went or Association for the minimum of the entire force of the Asoftic Gun in hood, he stored clert, wolfing for the booked-so, the entire of the

proying you with a subnachine gun. The aim is to blast them belone they blast you, and if subjects they blast you, and if subjects they blast you and if subjects the subject is to be subject to blast the subject is a proper subject to the subject is a subject to the subject to the subject is a subject to the subject is a subject to the subject is a subject to the subject to the subject is a subject to the s

place in a fairground watch out for the guy behind the window, he's placed at a difficult angle for occurate shooting. Each level also has various objects to hit road signs, traffic lights, a rolller coaster all of which earn

bonus points.

Both screen has a grand
linale when a vehicle of some
skind rolls up and the ground
sround you erupts with bullet
Shoot Our is as much fun a
Bonk Panic and Hogan's Alley
Each game is different but the

idea is the same. Take your pick, all three a





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cameupthismorning in The Hundred Acre Wood:

it picked things up and blew

them everywhere. Now it's up to you to find and return issing belongings to all the characters in the wood. EXPLORE OUR SOLAR SYSTEM

THROUGH 150 CAPTIVATING SCENES Mickey, and Pluto can beln out back together stered "memory crystal" of a far-off plan en into nine pieces scattered

oughout our solar evetem, the niseino crystal stores the enti of Oron and its

inhabitants. Fire up the spaceship that's been sent for you, and be on your way



Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator, IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those reque robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help, Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our engulries. So, send your hints and cheats to Melissa Revenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London ECIR 3AU. Due to problems with the Pokes in recent months, w have decided that in future we shall not be paying for thse until the month after they have been printed. That way will be able to tell by your response whether they work or not. So, be warned, if you want paid be sure they work. Now let's take a look at what the BH sauad have come up with...

X,234:Next, Return.

These pokes for Blackwyche Then type SYS 3060 return then have been devised by Peter press FI and play the game Melly of Copt Antrin, but you Sea Lally of Landon and his must have a reset button. It friends heard our pleas for will enable you to explore the help and sent in lots of pokes ship without being killed. After for Commodores, Spectrums the game has loaded reset and Amstrads. He has also your machine and enter the been picked as the winner of our 'Ster Poke' for January. For X = 04675 TO 4680: Poke So, Sean, keep an eye out

COMMODORE 64

(return) and then Run(return) After the program has loaded and the computer has reset enter Poke 343322,234 (return) Pake 34323.234 (return) Pake 34324,234 (return) Poke 34328 234 (return) and finally SYS 32777 (renum). You can now enter a building and be indestructible apart from a high

Wizardry: Type Load (return) and when first listing has looded enter Poke 1011 248 Poke 1012,252 (return) and then Run(return) When the computer has reset type Poke 2969 (return) and SYS2816 (return), After the four section have looded type Poke 3216,255: Poke 50766,255 freturn) Poke 3264 234: Poke

3264,234 (return): Poke 27214,234: Poke 50151,234 freturni: Poke 50152,234: Poke 50153 234 (return) 5YS2970 (return) will begin the game. You now have more energy and most of your enemies cannot deplenish your energy

· SPECTRUM To enter a Pake where no

loading instructions are given load the first part of the program with Merge ": List (enter) and enter the pake. Then type Run (enter) to load the rest of the program

Luner Jetmen: Type Merge ": New (enter) and when OK appears type 10 Pake 23693: Border 0:Clear 32767 (enter) 20 Ink O:Load " Screen \$: Load " Code (enter) 30 Load "Code: Load " Coded " Code (enter)

40 Poke 23439 201: Print USB 23424 (enter) 50Load "Code (enter) 60 Poke 43117 255: Print USR 32768 (enter) 70 Poke 23697 (enter) now type Run

(enter) and restort the tape." When the game begins you have 255 lives. You can adjust this by changing the value in line 60. Or try this Poke 36965,0 (enter) for endless lives. Poke 37999.201 (enter) for no enemies Poke 43092 v.l selects level where × 99 (enter). Use Poke 23756.1 to

Trans-Am: After the main block of code has fooded stop the tone and press break Type Poke 25446.0: Continue (enter) restort the tape and when the gome begins you will have

Infinite lives Frank, N. Stein: Merce header and change it to 10 Border 0: Ink0: Clear 24750: Load " Screen: Poper 0: Print at 0,6:: Load " Code : Poke 28287, number of lives 0-55: Randomise USR 27890 (enter)

you will now have infinite lives. · AMSTRAD Electro Freddy: Type in before running the program: 10 Memory 10000 (enter) 20 Load

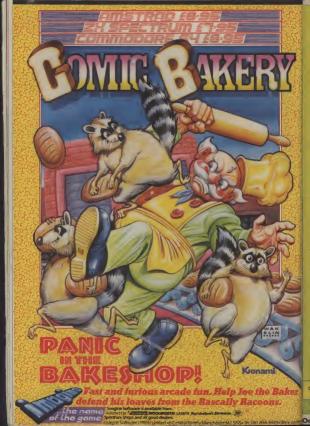
"Al" (enter) 30Load "A2" (enter) 40 Load "A3" (enter) 50 Load "A4" (enter) 60 Load "A6" (enter) 70 Poke 39356.255 (enter) 80 Call 39323 (enter) you will now have 255 lives. To change this after value in line Blagger: To get these pokes

In you will need to remove the protection of the Basic, Pake 32518 × where × 240 to give X lives (enter). Poke 31938.0: Poke 31940.0 (Enter) makes the conveyors act like dry land. Poke 32579,0: Poke 32580.0 (Enter) gives infinite lives.

DUMMY RUN

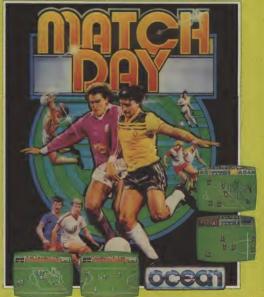
Eventually with the help of Simon Totaly of Birminoham we have found out how to finish this game.

I know there are hundreds of Continued page 64



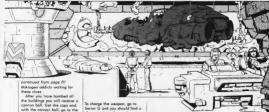
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with the cannon ball, go to the room with the connon in it. Walk down the stens till you are above the fuse at the end of the cannon. Walk off the+

steps and you will turn green and the cannon will blow a hole in the wall. Go through the hole and get the bouncy space happer. Then get the tennis racquet and go to the break-out room. When

you have knocked all the bricks away you will get the glove Drop the tennis racquet for the glove. The glove and the bouncy space hopper will allow you to jump higher than usual in this room so jump at the ON/OFF switch, and there you are, you've done it.

And for a little extra help on Herbert's Dummy Run. It's over to Richard Edgerton of Sutton Coldfield for some everlasting lives (Spec 48), Print in the following listing and start you tone from the start

M (Class 6000) M (Class of 6,3) "Mad in the section success M (Class of 6,3) "Mad in the section success Capers of 10,10) "The section section" TAPE", NY 11,0070-0 MARIE NAMED NO NO NO NAMED N

MARSPORT

The latest in a long line of hints from The Tipmaster' is for Marsport First of all you must find a gun and charge it. Start from Leve Coma Sector D and an down the downtube into Level Elis.

On this level look for Sector G where there is a supply unit and uptube. In the supply unit you will find a gun permit.

Go to Level Daly, Sector G via the uptube. Find Sector D and a locker to the locker there is a gun next to a key

Put the gun permit in the key station to retrieve the aun. channe unit - channe the aun On this level there are three major Items to collect The water, the flour and the

boketio Once you have these items toke them to Sector E where you will find a bakery room

and a factor unit in the south Put these items in the factor

unit and they should turn into a cake. Put the cake in the key station next to the bakery and vau should be able to enter. Inside there is a supply unit containing dough, Take it and go back through the door and find and collect the charcoal which is on the same level. Go back to the bakery and no

through the for door. You will now be carrying a gun, charcoal and some dough You will come out in another sector which contains a down tube which you travel down. You will find yourself in Level Farr outside a "no-entry". There

is no turning back General hints: Always try to keep your gun fully charged because there are many Sept warriors. Try to stay away from the worden sectors, they are immune to the gun and are quite deadly. The Tipmaster says make a map, have a dictionary or encyclopedia

handy as a lot of items hide a clue and make a save copy regularly because it you make an item and you die you will have to make it again. They are useful when near Warder and Sept Warrior sectors.

DUN DARACH

1 Blokely of Leeds has sent in The Final Solutioni A couple of months ago we left you hanging about the castle, so to get you moving again you have to drop the objects on the tables (not the scroll) and stop the

combination at D.P.E. Go through the door to a room with a message - Eight Rows and Bar For Key Find

Skor". There are seve on each row and you must ap through them in the correct sequence in order to go onto the next row. The order is: Row A: 3rd door Row D 5th door

Row G 3rd door Row B: 3rd door Rose M 2nd door Row C 5th door

Pow E 4th door You should now find yourself in a vellow room with a locked door. Onen this up with the

scroll. You will find yourself in another "cambination room" Drop the objects on the tables to stop the combination at

Take the L-key and go through the door, in this room you will find Loea. Give him the L-key and he will give you another Likey in eyrhonne

Follow him and he will take you to a door, this will lead to Oak Road Go to Claw Lane with the L-

key and unlock the locked door - and you've done it! SIM

Sim for the Electron was driving Patrick Lord crazy unt the day he found a method of obtaining 255 lives. Here he tells you how to do it. Type Load - to load the first part of the game. When the program has looded delete lines 10 and 470. Run the program, change the keys if you wish and when "Searching" appears on the acreen press Escape and type "Load = 2 and then use "Load - to load part 3 (Sim3).

When the third part has loaded, type ?#1986 = 255 and then type Call 84000 When you have done this the normal screen picture and searching will appear - now

start the tape and the rest of the game will load. You now have 255 lives, Since Patrick has used this method he has managed to get the carrot and tempt the rabbit

murry from his loir but when he enters the lair he can only trovel a short distance before the program crashes. Has anyone else

experienced this? The robbits lair is really a maze. Try breaking into the program (by pressing Break key) and then typing VDU 231,232,233 return and VDU 234,235,236 in mode

DIFFERENT

From Chris and Andrew Hutson of Lincs, a few hints and tips for a number of games. View to A Kill - the posswords are: Section two 'QRS21' and Section 3 10000000

On Spy Hunter to pick up some points - when the Mod Bomber helicopter appears. slow to a halt. It will have just in front of you, dropping bombs. These miss you every time and you get 150 points for each one dropped

Some quick pokes for 254 lives in Spectral Invaders insert this Poke before the Print USR

statement: Poke 25062.254 infinite lives on Booty, Type in this program and run it Stort the tope from the

beginning and it should load normally 10 Border 0: Paper 0: Ink 0. 20 Clear 26870 30 Lood " Screen

40 Load = Code 26880 50 Randomise USR 26880 40 Ballin E0204 0 70 Randomise USR 52500



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Shoetbusters has become one of the pinema's all time greets. Now RCA/Columbia Pictures Video LIK has released the film on video.

And thanks to our friends at Activision - who produced the smash computer game based on the film — we've got 20 of the videos, worth £70 each,

to give away as competition prizes. So If you want to enjoy your thrills with chills and

a lot of leughs, read on. All you have to do is answer the following four questions and send your snewers with the printed coupon to Ghostbusters Competition, Computer and Video Games, Priory Court, 30-32 Farringdon

Lane, London EC1R 3AU. The closing date for the competition is January 16th and the aditor's decision is final.

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WE	ridwid	ie nu	mber	ena .	hit	900	g wit	th th	e th	
fre	om Who	oetbi	ueter	97						

21 What was the name of the space horror film in

which Sigourney Weever starred? 3) What was the name of the monster who was

4) In which city is the film set?

good enough to eat?

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C+VG COMPETITION

Confident

ARRERGGGGGHHHHI SNICK SPLATTIT

Aff YOU can tell us just what was going on at the start of this page, you'll have absolutely NO trouble solving our Creepy Friday 13th Competition.

To use the unrederful brives from Immer's — the twelve who will be

bringing all your wildest nightneres to the screen of your machine — all you have to do is call our special Horsor Hodine.

Liness to the swired noises that will come down the phone at you, work out

what's going on using the clues we supply below, fill in the coupon and send is to Computer and Video Genes, Friday 15th Competition, Printity Court, 30-32 Farringdon Lane, London ECIR 3AU. Unail C+VG competition rules apply, cleang date is January 16th, and the

Editor's decision as final. You wouldn't sums someone creeping up behind you on a dark night would you?

The number of C+VC's Horror Hosline is 00-251 S633. REMEMBER this is

The number of C+VO's Horror Hotline is 01-251 5633. REMEMBER this is an unawerphone service so, if the number is bury, please keep trying!



has match these claes to the sounds you here on the Horror Hotline. Once you've worked out what the sounds are, fill in the coupon and send it to us at CAVE The claes aren't in any porticular order — so don't think we've making it too easy for you...

 Izon pass some creases into a pair of treasers with a lost iron — with someone still in cheed 2. Prisoner in chains rurs usury. 3. The death sestence is esecuted. 4. Janob leg being saws off. 5. Jason has a berbecue!
 Isono has a white round. 7. Enough rope to hang yourself. 8. Knock three times and sick for leave.

Some of these class are red herrings:

THE PRIZES

First price usings of this horrible composition still get at might all the contents on the tipe No — seriously — the unions will get at special Exorks compared moving, compassible with ment of the top home, compared but a Domant-Saliti, No, more fighting about sub-get to sweet het. To or use the computer Thirty, yet 30, money-up will get some special Domant-Friday. This part of the proposal processing the seriously that the measures the processing through the seriously that the seriously that the seriously the seri





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Sound 4 iz
Sound 5 is
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AMSTRAD

A mighty fortress of stone blocks must be overrun and captured. To achieve this you must dismantle it block by

Easy enough, but the inhabitants of the fortress have other ideas and will attack any intruder. There is also the danger of losing your footing and plunging to your doom.

 Nigel Clarke 39 NOVE 254-32 PRINT 1965*.
48 TROOFF
180 FROM 1099-22-0089-1.
60 FROM 1099-22-0089-1.
60 FROM 3 LOCATE 5-2. PRINT 0889-164-+*
780 LOCATE 3-24 PRINT 19805*
189 FROM 3 LOCATE 2-2 PRINT 18805*
189 FROM 3 LOCATE 3-2 PRINT 18805*

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220 if and the same THEN deel 330 if attrop ANE and ray-1 THEN deel 440 acts STRF acts Hibbs acts / James LOUATE 541 THEPS acts INPRINTED acts

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AND DETRI 22-161. TO 100 MIN 141-162-21.

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AND DETRI 22-161. TO 100 MIN 141-162-162.

AND DETRI 22-161. TO 100 MIN 141-162.

AND



























SPECTRUM

Mayday...Mayday...Mayday... Ocean liner

has sunk ... few survivors. As commander of a helicopter rescue team you must find and save these poor

souls from a watery grave. The survivors are split into three groups

aboard emergency dinghies. With time against you, find and rescue the survivors. But beware the poisonous

birds which will hinder you. The controls are O=Left, P=Right.

97 IF m=1 THEN LET d=d+1

113 IF d>=28 THEN LET d=31

123 IF x>=28 THEN LET x=31

117 IF d<0 THEN LET d=0

127 IF x<0 THEN LET x=0

110 IF INKEY\$="q" OR INKEY\$="Q"

130 PRINT AT z,x; INK 0;" "; IN

140 PRINT AT 0,0; "RESCUERS :- "

145 PRINT AT 2,10; "RESCUED :- "

150 IF q=1 THEN LET x=x+1

105 IF m=2 THEN LET d=d-1

THEN BD SUB 1000

K 1; "BH"; INK 0; " "

Q=Drop Rescuers. Eamon and Kieran Tighe

1 REM RESCUE

2 REM KIERAN TIRHE 3 BD SUB 3000

4 INPUT "DIFFICULTY (1=HARD

6=EASY) ?":1e 5 IF 1e>6 THEN 60 TO 1

6 IF 1e<1 THEN 60 TO 1

7 GD SUB 2000 8 LET n\$="BAB ": LET ti=50+le

*5: LET r=0: LET s=1e*3 10 LET a=20: LET d=INT (RND+30

): LET z=20: LET x=10 15 BORDER 5: CLS 20 FOR f=0 TO 31: PRINT #1:AT

O,f: INK 5: PAPER 7;"I": NEXT f 25 LET hi=0

50 LET q=INT (RND+3): PRINT AT 16, 4; 0\$

60 LET m=INT (RND*3)

70 IF INKEY\$="p" AND a<=28 THE LET n\$="BAB ": LET a=a+1 80 IF INKEY\$="o" AND a>0 THEN

LET ns=" CD ": LET a=a-1 90 PRINT AT 21,d; INK 0;" "; I

NK 3; "F"; INK 0; "

160 IF g=2 THEN LET x=x-1 170 PRINT AT 0,16; "TIME LEFT :-":ti:" " 180 IF ti<=O THEN FOR f=1 TO 1 00: NEXT f: GD TD 5090 190 LET ti=ti-1

200 IF r=3 THEN BO TO 5200 210 IF s<=0 THEN PAUSE 100: GD

TD 5090

:51"

: -

100







SOFTWARE

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BERCEMAN



















220 IF d<=0 THEN LET d=0 230 IF d>28 THEN LET d=28 240 IF x<=0 THEN LET x=0 250 IF x>28 THEN LET d=28

350 GO TO 50 1000 LET s=s-1: BEEP .05,0: LET

w=16: LET o=1 1020 FOR f=0 TO 10 STEP 2: PRINT AT w,a+2:"E"

1025 PRINT AT 16,a;n\$
1030 LET w=w+o: PRINT AT w-1,a+2

;" " 1035 BEEP .002.f

1040 IF w>=20 THEN LET 0=-1

1050 PRINT AT w+1, a+2;" "

1055 PRINT AT 16,a;n\$
1060 IF w<=16 THEN RETURN

1070 IF WC=16 THEN RETURN 1070 IF ATTR (w+2, a+2)=59 THEN

GD TO 5000 1080 IF ATTR (w+2, a+2)=57 THEN

60 TO 5050 1100 GD TO 1020

2000 FOR f=USR "a" TO USR "i"+7: READ a: POKE f,a: NEXT f

2010 DATA 0,64,64,96,127,0,0,0,2 55,16,124,242,255,126,68,254,255,8,62,79,255,126

2030 DATA 34,127,0,2,2,6,254,0,0,0,0,0,0,0,0,129,129,126,0,0,0,0,0,0,0,195,219,219,90

2040 DATA 0,0,1,0,29,33,64,0,0,0,64,0,92,66,129,128,128

2050 DATA 129,195,255,255,255,25 5,255,255 2100 RETURN

3000 PRINT AT 2,10; PAPER 2; INK

7; "SEA-RESCUE"
3010 PRINT AT 5,0; "You were in y

our rescue office when a mayday call came in. An ocean-line

r had sunk with only a few su rvivors in groups in three ding hies.your mission:—Rescue all th ree dinghies by"

3020 PRINT AT 11,0; "sending down rescuers. Watch for po isonous birds and keep an eve

on the time limit."
3030 PRINT AT 15,13; "KEYS"
3040 PRINT AT 17,0; "P-Right 0-

Left Q-Drop rescuer"

3050 PRINT #0;AT 0,4; "Press any

key to play"
3060 PAUSE 5: PAUSE 0: RETURN
5000 FOR f=0 TO 20: REER 01 4-

5000 FOR f=0 TO 20: BEEP .01,f: BEEP .01,12: NEXT f 5010 LET r=r+1

5030 CLS : GD TO 10 5090 PRINT AT 10,10; "FAILED MISS

ION ": PAUSE 100: BD TO 5300 5200 BEEP .5,5: BEEP .5,0: BEEP .5,5: BEEP .5,12

5210 FOR 1=0 TO 7: FOR b=0 TO 7: BORDER b: NEXT b: NEXT 1 5220 PRINT AT 10,10; "All Rescued

5225 RESTORE 5225: FOR n=1 TO 8; READ a,b: BEEP a,b: NEXT n: DAT A .5,12,.5,9,.25,16,.5,12,.25,12 ,.5,7,.5,4,.5,0,.5,0

5230 SD TD 5300 5300 PRINT AT 21,0;"Press a Key to Play Again": PAUSE 4e4: BEEP -5,0: BEEP .5.12: RUN

9000 FOR f=USR "i" TO USR "j"+7: READ a: POKE f,a: NEXT f

9010 DATA 0,0,1,0,BIN 11101,BIN 100001,BIN 1000000,0,0,0,BIN 100 0000,0,BIN 1011100,BIN 1000010,B IN 10000001,BIN 10000000



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ATARI 16K

Steel yourself to gulde your space shuttle through tortuous caverns in search of crystals and return them to your ship.

To collect the crystals you must position the shuttle just above them and press the

fire button. The same procedure is no when docking at the ship. Do not touch the cavern walls or you

will lose one of your five lives. Points are gained by picking up the crystals and returning them safely to the

mothership. By Cigran King

4 REM * C.KING * 5 REM ********

30 POKE 53278 N1

101 IF PEEK(764)=33 THEN GOSUB 900

110 DX=DX+M(((S=7) OR (S=N6) OR (S=5)) AND (DX<5))-M(((S=N10) OR (S=11) OR (S=9)

120 DY=UY+M(((S=9) OR (S=13) OR (S=5)) AND (DY<5))-M(((S=N10) OR (S=14) OR (S=N6

130 X=X+DX:Y=Y+DY:POKE 53248.X

450 FUEL=FUEL-0.01:COLOR 32:PLOT FUEL 23:IF FUEL<N6 THEN 6020

475 ON LE-N4 OR LE-5 OR LE-7 OR LE-N8 OR LE>16 GOSUB BOOC

1002 IF X/N4=INT(X/N4) OR CAR=N1 THEN 1100

1003 IF (X+N1)/N4=INT((X+N1)/N4) THEN X=X+N1:FORE 53248,X:GOTO 1100

1110 CHX=(X-48)/N4:CHY=(Y-15)/N8:LOCATE CHX,CHY,CHR:POSITION CHX,CHY:? CHR\$(CHR)

1300 IF X<94 OR X>98 OR Y<53 OR Y>55 THEN 450

1315 FOR K=5 TO 38; PLOT K, 23: SOUND NO, 255, 10, 10: FOR W=N1 TO NG: AEXT W: SOUND NO, N

5000 GOSUB 5200:GRAPHICS 18:GOSUB 30800:POSITION N1, NO:? #N6: "SPACE MISSION":POS 6010 IF PEEK(53252)=NO AND PEEK(53261)<>N1 AND PEEK(53262)<>N1 THEN 465 ,NO 6110 POSITION NO,23:7 "FUEL= 6120 A\$(Y,Y+23)="<\$\$ fgcc":POKE 53248,X 6130 POKE 53278,N1:GOTO 100 7006 POSITION 5,N6:? #N6:"score ";SC:IF SC:HI THEN HI=SC

FORM

AND See Disable TIE cortical preparation.) O Mine / Fa

MEGA SECURE !!! amme concealed in game Pack 🛘 Who would think of a Pelice Madrag [genetically boosted saurian] + psycho

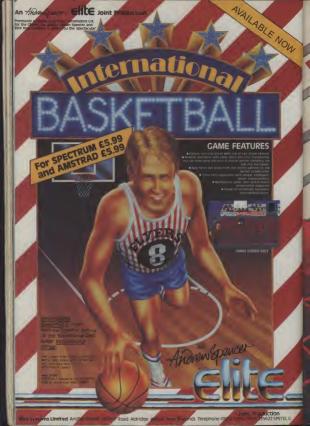
Machine skill VITAL. Doctor: ultimate risk scenario. - Cħ A os weapon.

The Master reports 'pre (\$2 ortW) — nierd → Jin V yelqeR Instant emiT < WLC BOLD OMB I ≤ ► k.V. 2 11 1 4 2 # a 4 a 2 W < 2 little rough = Exposition production of the control o

```
9004 POKE 53250, AST: RETURN
                                        %$) ":
20015 ? ")< #1!!!$
                                        ?56##":
20036 FOR K=768 TO 339 STEP 0.5:SOUND NO.K/N4,N8,N8:POKE 707,K-768
20040 NEXT K:FOR K=14 TO NO STEP -0.1:SOUND NO,255,N8,K:PORE 707,42+K:NEXT K
20043 SOUND NO, RND(NO)*255,12,12:NEXT K:SOUND NO.NO.NO.NO.
20070 IF LESNS THEN POKE 706,91:A$(554,568)="CBB<$$$$<BBC"
20100 ? "#[[[[[[[[[[[[[[[[[[[[[[[[[[[]
20105 FOR K=9 TO 18:COLOR 93:PLOT NO.K:COLOR 63:PLOT 39.K:NEXT K
20110 ? "#$ @( %!$ 9( %!$ 9( %!$ 9( %!$ 9( %#";
20115 ? "##!!!!!!###!!!!###!!!!###!!!!###!!!!!###
20205 FOR K=9 TO 19:COLOR 93:PLOT NO.K:COLOR 63:PLOT 39.K:NEXT K
20220 V=12:FOR C=5 TO 29 STEP 12:GOSUB 20290:NEXT C:V=N16:C=11:COSUB 20290:C=23:
20290 POSITION C, V:? " @(":FOSITION C, V+N1:? "%11!!$":POSITION C, V+N2:? "'[[[[6
20300 ? "##[[[[###[[[[###[[[|###[]
20301 2 "#8
              #5
                    #6
                           #5
20304 ? "] 9(
                     ? @(
                           2 8(
20305 ? "#!!!
20306 ? "##[&
20307 ? "#&
                    %.ê
20310 ? "] %!#8
                  %1#9
20314 IF LE>N3 THEN POSITION 30,11:? ")<>)":FOKE 201,7:POSITION 5,N16:? ") ) )
                                        )%#
                                                           1 ) 88 436(
30000 DIM A$(1024):V=PEEK(134)+PEEK(135)*256:P=(PEEK(106)-16)*256+1024-PEEK(140)
```

```
30012 RRM GOTO30250:REM SKIP UGS'S
30020 DIM R$(1):POSITIO N2,10:? #6; "nearly finished"
30026 POSITION 7,12:? #6;" *";14-K;"*
30140 DATA %,1,1,6,7,30,27,110,123
30220 DATA [,238,187,238,187,238,187,85,85
30307 POKE 708,40:POKE 711,78:POKE 709,200:POKE 710,144:POKE 53277,N3:POKE 559,6
30800 A$="":A$(1000)="":A$(N2)=A$
30900 GRAPHICS 17:POSITION 3.0:? #6:"space mission":POSITION 2.2:? #6:"(C) C.K
ING 1985"
30920 POSITION 2,8:? #6;"LOADING GRAPHICS":POSITION 4,10:? #6;"please wait":POS
ITION 7,12:? #6;"*1024*"
30970 IF STRIG(NO)=NO THEN SOUND NO.NO.NO.NO; RETURN
30990 SOUND NO.K.N4.10:IF K/10=INT(K/10) THEN POKE 709,K
31000 GRAPHICS 18: POSITION 3,0:? #6: "SPACE MISSION": POSITION 1,2:? #6;" (C) C.KI
31003 LE=N1:SC=0:LI=5:FUEL=38:CAR=N0:SAFE=N0:AX=70:AY=150:ADX=N2:ADY=N2:POKE 705
31004 POSITION N4.10:? #N6: "SELECT LEVEL"
31005 POSITION N3,5:? #N6; "high ";HI:POSITION N3,7:? #N6; "level ";LE;" "
31090 POSITION 5.11:? #N6; "press fire": IF STRIG(NO) THEN POKE 711, PEEK(N20): SOUN
 D NO. PEEK(N20) N6.10
 31092 IF PEEK(53279)=5 THEN LE=LE+N1:IF LE=21 THEN LE=N1
 31099 SOUND NO.NO.NO.NO:RETURN
```







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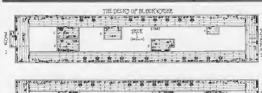
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GENEROL MOP KEY

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LBAS C.9/M/N0/6 BORREL

CBANON'SBLLS SUCKET UPTUR NED SUCKET

SWORD -SMOLL CONNON SKELETON

100 TREP DOOR CHBIR ETHI TOBLE GRBIN FOCK

LADDER, UP

CHEST

CUPBORRD 8 9T

OBJECT LIST POSITION OF THE ORDECT

:OBJECT:NAME: LOCETTONS

SWORD 116 à M99(A) ΙÉ ė PERRL STERN 1 BOW 1 8 Ē COMB 28 BELL STERN2 9 SKULL BOW 2 8

DOUBLOAN 39/48 TELLSTONE COMPRYS BUCKET AJESOR TE CANDLE STERNT CROBBUS STER

00

ē

1

PEXTENT 55 SESPECTO 50 WETER 58 9294620 5C WDTER 52 M97() TTERNS M97() 80W 7

Blackwede in without doubt the most. difficult of the Ultimate OS4 games to actually play. It requires every ounce of

your arcade skills. The greatest danger to your energy is, of course, the Harries, Learning to defeat these creatures without loss of energy is the law to completing Blackwyche.

See my general gameniay tine for my method of dealing with the Harpies One room I've worried about for some time is room 3B on the man This room appears to have a hurbecause every time you try to leave it, you get stock and have to restart.

However, if you wish to see it, you can enter it by walking to the edge of the longest plank in room 2B and then walking forward in the direction of the door tough investick forwards. This more doesn't do anything anyway so let's

just set on. Use the man to find the mores mentioned and if you get stark use the various map references and leve for help. Your start position is between

moms A and B on Deck One. Start off by going to room 1B. Here. nick up the SWORD and so to 1A for energy realenishment. Do this by striking the bottom of the hell with the

tin of year second Now go to 1E where you will find a strain mem. In the left hand memer of the room, between two sacks of grain on the first shelf, you should see a yellow object shaped like a bottle. Like the bell in IA, tip it with the end of your sword, if you miss, keep trying. It

should fail and present you with MAP Piece (A) Now go to 1D. On entering the room you will fail down a trap door into 2D. a deck below. Quickly run and grasss

the hag of guspowder avoiding the cannon fire. Now go to STERN 2 When there, stand next to the chest against the wall and give it a good

back with your sword. Hey presto, one bell. Before continuing, return to 1A and stock up so energy, you will need From here, go to 3E using the ladder

at 2E because the other has DOUBLOONS which replexish your energy and you don't need them yet. When at 3E you will need the JUMP option because there is a tran door under the bouncing cannon hall, JITMP over the space where the ball hits the floor

It's worth noting here that it is far wiser to use ladders to get down a deck than trap doors. The fall from a tren door decreases your energy and more often than not, there is a nasty surprise waiting for you when you fall.

From 3E go next door to 3F where you will find another grain room wetching out for the falling sacks! The ides in this room is to keep on the move at all times. If you check the map, you will see there is a tran door

in this mon so be careful. Look on top of the highest berrel and

you will see your goal, a telescope Aveid the trap door and JUMP up for the telescope. When you have it, got out quickly? It is not possible to do this room without losing some energy so you must be quick as those grain sacks are mesni

Go to 3C and despite what I said earlier, you will have to use a trap door to set down to DECK 4 - it is the only way at this stage. You should now he in a small ment with remove Don't pick up the bag, it contains DOUBLOONS which you don't need at

Go left to 4C. When there, pick up the grey bucket and so through BOW 4 to the other side of the shin. Pup in mom 4D and walk over to the cannon. once the cannon ball is fired, go over

and pick up the anchor. Now go to 4E. In here it is important that you avoid the middle of the screen because of a trup door. In the left hand corper of the screen, on the floor, are two erain sarks

Walk right to the bottom of the screen and stand just to the right of the first sack. Use the sword and a hole will appear in the sack, using it. sesin will renduce the MIRROR Pick it up and go to STERN 4 to get the candle. Now go to 4A.

You will see that there are three trap doors altogether in 4A. They are placed as accurately as possible and it will take practice to navigate this screen successfully (Make sure you JUMP over the last one! When you have the COMPASS, leave the room rarefully and so pext door to 4R. When there emb the DOUBLOONS for merry and

go back to 4F and down the ladder You are now in SE. Walk over the puddle to obtain the water, then en to SC. fight off the skeletons with the sword and stab the SEAWRED Go through BOW 5 to 5B.

In here is the SEXTANT JUMP over the low bouncing ball and walk under the high bounder hall. From here you must go all the way back to DECK 2. If you are low on energy on the way back, by all means take some DOLLBI GOME

On DECK 2 go to room 2R, more there, walk up to the chain and you will receive a COMB. The COMB and MIRROR together go to the mermaid Go now to STERN 1 and take the PEARL. Return to the bell room (IA). and replenish your energy. Then go down to BOW 2, where you usually lose all your energy, as this is now safe, Go over and get the SKULL, then return to BOW 1.

When you enter the room, the SKULL and CROSSBONES which you collected earlier will now fix themselves to the empty flag to form a Jolly Roger which will rise revealing a KEY.

from 1A and so down to BOW 3 (DOUBLOONS on this level if not

sheady takent At ROW 3, there is a cabinet on the left of the morn, go to it and pick up the BOOK. From here, go to BOW 4. Pick up MAP Piece (C). Now on to the proposite end, to BOW 5, to fight off the ghost pirate using the BELL BOOK and CANDLE picked up earlier. To fight him off, walk to the far right. next to the barrel and fight him with your sword. After changing colour a few times, he will disappear and you

are free to take MAP Form (D) You're all clear kid! Go out the right door and walk. Soon a door will annear a hidden door, room (X) on the man Go in

You will find that all too familier skull with the Captain's soul trapped within. To free him forever, walk up to the skull and use the sweet.

HARPIES: Defeating these annoying creatures in the only way you'll have a chance of completing Blackworke There are two methods one being faster than the other. There is a method for going left and a method for going right, (the left being the faster).

Going Left: When you exit a room, walk onto and stay on the second plank. When the HARPIES fiv on just keep walking to your destination. When the white one flys over your head, clip it with the end of your sword. You can do the same with the green one, but it tends to be less dangerous than the white and doubles back over your head organionally

If you miss the white one make were you turn around immediately and destroy it. Use room-ducking as often as possible.

Going Right: This is a tedious method but, unfortunately, the only one. When you leave a morn, walk on the second plank again and keep going. When a HARPY appears you must double back to meet it and then destroy it. Do the same with the SQUID. Time is valuable, and whenever the screen is clear, get as much scrolling done as possible.

> QUICK REFERENCE TOTHE OBJECTS

* = 0 = 0+34 = 12 = 13+4+ = 13 (a) Ø + ♥ + □ = = □ (a) ろ= · = · + · = 回的

After taking the KEY, get some energy COMPLET [ON BT POINT (X)+0

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ADUENCURE

NEWS

A PEEK INTO THE PENTHOUSE ARCHIVES

mid the unitdy piles of casesties, the overflowing unprinciples, the overflowing unprinciples of the control of

about the world of adventure.

Once every two or three years, these letters actually get filed and lost to the world forever. But in the meantime, it is only a matter of kicking away the debrie to find the pile and sample its

contents.

"Hawe you thought of opening a branch office over here in Adelaide", writer Adrian Stetco from South Australia, "then my friends and I would have someone who we could contact with our problems If would be a to thesper and faster (for usi),"

he adds.

Thei's quite a thought, Adrian, pethage you could try and persuade the Editor to send the Helpline on a world tour? If you can do that, I'll send you a

t-shirff visitorpher Waite of Bernham, Christopher Waite of Bernham and Christopher winder the Health stand at the PCW Short his problem is should at the PCW Short with us about his problem in Jewells of Betrylon. Then he went of Betrylon. Then he went can be should be should

That's the sort of thing that earns t-shirts too! Of course, whilst writing Christopher just couldn't resist asking the odd question or three...!

"I think it's horrible hose the

reet of the megazine appears superior to the adventure section. I mean, lock at Cottober's same — there were 2S arcade notions to seven adventure revisees, including Lord of the Rings' says Daniel O'Mahony of Kardinabridos.

There weren't many new adventures around that month, Daniel, but luckily the games we reviewed wore really good. So quality made up for quantity? Didn't it?

Jeans in:
Jason Nicholls has got a few
complaints about adventured He
has nearly finished all the games
he has, but that is just the
trouble! "So many adventures
have a problem at the end which
is just about impossible!" he

soys.

The other thing that irritates Jason is the woods used. "Who would expect to type in RCHATE SPHERE in Message from Andromedous when there is no hint to do it?" he sale. "You want a real nearly sling in the tail, wait until Mystery Funhouse comes out for your Funhouse comes out for your

THE FIEND REPLIES....

Here follows an extract from The Flend's latest missive. It arrived printed in tiny print on a roll about a metre long. With it was enclosed a pocket

Dear Mr. Campbell, It must have been a pleasure for you to meet me at the PCW Show. Perhaps if you had paid more attention instead of staring intentity at the next stand. Oh well, I suppose I am no match for half-naked crumpel jesoing

for half-naked crumpet leaping about.

Mind you, I think it was not on to expose those two young boys to such debauchery, I mean, all they know about is playing adventure names and allocate the

adventure games and slaying the odd dragon. I hope their mummies don't find out! Well, I had intended introducing myself at the show, but I didn't actually realise how TALL you are all thought you was

TALL you are. I thought you was a little weed, with a large cranium and glasses, a bit like Brains from Thunderbirds.

Ex-champion house are we? Or something less aggressive, this a scrum forward! So discretion

scrum forward! So discretion became the better part of valour, just on the slight chance that at some stage I may have given unwitting offence about some trifling point or other. I mear, it's not YOUR (and)

that I'm too thick to realise that SA has a cabin in his kitches. Your boys were helpful, however, and as a result of your chat I have polished off Cloybore and opened all but one gate in Finai Mission. By the way, there's a bugged wersion of Fourth Protocol on sale. This appears to be an unfinished version of The

Bomb' where the option to get a taxt is missing.

Entering one location in the Barboun causes the program to crash, and the gate quard can be quirzed continually, despite the fact that he says he will

the sect that he says he will answer only one question.

Yet another example of carelesmess spoiling a good game. Perhaps you could make mention of this in your column, to warn advantures and to

of water about the publisher!

I have just returned from my local software shop where I discovered The Pettigrew Chronicles for \$2.99, so I lashed out. I reelly am a soft

The problem is that only 10% of what I buy is in any way what I would call a good adventure. Yes, I really must settle down and write my own. If it pleases me, then it must be good!

me, then it must be good!

Well, I suppose I had better
finish off with a couple of tips,
not that you seem to care
whether I do or not. But I don't
care, I will forge shead anyway,
A vanimar, waninolien, nostari,
The Fisund,
Faringdon,

Oxfordshire.
Watch out for some Flendish tips
in the next usus, IF I have
managed to read them by then!

INTELLIGENT..? YOU'RE JOKING

Dear Keith,
The advent of the "super intelligent type any old garbage and it will be interupted into a command" text input systems has rained Adventure.

All right, have complex input commands if the game needs it, og Sherlock, Deadline etc. But there is NO POINT in

wanting memory on these rootines. In the old days, if you had four keys with you and typed UNLOCK DOOR, the program would check all your keys and unlock the door if you had a suitable one, opening the door afterwards. Who would unlock a door and then leave it

Nowedays, if you type UNLOCK DOOR: With what? WITH KEY, Which key? USE GOLD. It does not fit. USE RED. The door is now unlocked. OPEN DOOR. The door is now open. You must admit the first is seasor! Look at Tern Little Indicans in the Mysterious Adventure senset. To dig a hole, no DIG. Oh no! USE TROWELL For goodness sale, EVERTONE Zork inself demands object. DIG GROUND, Are you really going to try and dig a hole in the Gruss standing in front of

the Grue standing in from or you? No, you are not. Finally, do STOP pitagging Scott so! Or rather, carry on plunging him, but plug the others also. When I echally write ZARK (maybe 1997) I shall expect massive plunging from

C+VG.

P.S Could you tell me how many letters I have written to Helpline?

John Feates, St. Clement,

Jersey.

Keith's reply: I lost count about a year ago. John! But have you ever played Ghost Town (cops, there I go, plugging again) You have to dig in an unusual place to complete that

NEW RELEASES THE PAY OFF

QUEST FOR THE HOLY GRAIL

Based on the Monty Python Idin. Hely Grail from Dream Software has now been re-released by Mastertroms for Commodore 64 and Spectrum, proced 61.98. This is the game in which you'll need the lamous shrubbery, when you come up against the Knights who say NICE Reviewed as November 1984 C+VG.
Three news utilities for generating adventure programs have been adventure programs have been

encuke

THE PINK FAIRY BOWS OUT

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate

and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with

problems. This month the Adventure Helpline has to say a fond forewell to one of the most experienced orcbashers - Simon

Marsh, Endearingly known in Adventuring circles as The Pink Fairy.

Simon Marsh joined the Helpline in Ignuary 1984. As well a reviewing games and answering your letters. he is the survivor of two PCW Shows and a skilled Orc Buster. Simon has now left school and has got

himself a job in insurance. He writes: This is my farewell message to you all. I am leaving the Helpline. The reason being that I can no longer afford the time or effort to give the position the justice it deserves.

Most of my spare time is now spent with my rock group, Teacher's Pet. This means that I cannot solve as many Adventures or reply to as many letters as I would wish.

I must thank Paul Coppins for the friendship he has shown over the last two years.

To Jim Douglas, the new boy on the street. All at Priory Court, my thanks for the immensely enjoyable times I have had up there. And, of course, to Keith who gave me the chance Thanks mate!"

Simon, how could you? Just as you'd learned to put the full stops between the sentences, too! Anyway, it's been just as enloyable for us having you, thanks for all the good work you have

done to help the Helpline thrive. It just won't seem the same eating out on one of our launts, and our table not getting funny looks from the rest of the customers in the

restaurant! (Gets out hanky and

starts sobbing ...)

STICKING POINTS

Got a problem? Don't suffer in silence. Write to

Keith Campbell's Adventure Helpline.

Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

dventure problems cause the despest despair and Autmost frustration when they can't be solved! "Rush me an answer urgently!" write many an answer urgently:" write mair adventurers who write to the Helpline, so desperate that they want to beat the gueue for an

One ploy to grab attention first is the suicide threat, especially suicide by unusual and original Like Gary Barrett from

Omagh, who this month had the arms to stick his head between two pieces of buttered bread, and offer himself to that great mouth in the sky! That doesn't beat the groupe, but it does make the mail amusing to read!

This, of course, is a last resort, after trying every possible

amend to beat the problem Kevin Lee of Coventry, for enample, is not one to be afraid of trying ANYTHING, and when playing Iewels of Bubylon he described his desperate and outlandish. attempts to solve the problem in

T have tried EVERYTHING from trying to eat one of the natives, to having a ..." - A WHAT, Kevin??? Kindly leave

Can YOU save lives and minds by helping out the poor, deprayed and wretched advecturers who were reduced to writing gibbering letters to the

M. Dance can't get anywhere beyond the castle in Supersoft's Goblin Towers. "I've been getting C+VG for two years now and haven't seen any tipe for it." he says. The reason is we've not had any readers with problems on it - until now!

One of the Marshals near the per shuttle bay in Shadowfire seems invincible complains Andy Li. He always seems to kill off the whole Enigma team in one blow! How can be be dealt with, asks Andy? Perhaps the Shadowiire Tuner could me in useful here, to make

That's the Spirit is a ame in which Susan Bowman of Kings Lynn is stuck. Susan wants to get an object out of the church and get into Frisby's

Store. Can enyone help her? Geoffrey Pickard of Basildon To you know anything about Lost City from Superior Software?" he asked

Unfortunately I don't, and there is poor Geoffrey, stuck near a rockfall, arms full of things which all seem useless

apart from a drill. The game appears to ogniae very few verbs, says Geoffrey, and if you try to USE anything, it comes up with AND HOW EXACTLY ARE YOU GOING TO DO THAT? Does

anyone know exactly how Russell Grimbley of Sheffield a nght Upper Gumtree with dogs, a ball and a bleeding wound. Who can patch him up and get him past the animals? Warlord from Interceptor

has R.N. Lorkins of Morpath struggling to get past the bear.
Another reader playing the same name wants to know where the weapon to kill the warrior is? Look in the clues section, you may find an interesting ent John English of Northfield Birmingham, is aspiring to the

Colossal Cave, from Level 9. He has all the treasures, but his problem is gelting them all out He reaches a score of 310-330. but afterwards the cavern closes and catches him on the hop.

Can any prand master explain their technique Michael Huxley of Wigen is aving Serceror of Claymorgue Costle, and

is having trouble with the Dragon! Not the usual unshiftable dragon in the gam but the Dragon 32 version of the He thinks he has found a bug

involving the Yoho spall, it causes it to operate incorrectly, and thus make the game involuble. Has anyone else con up against this problem - or is

My thanks to Neil Townson

and Jonathan Allen for some very detailed blow-by-blow accounts of Kentille,

accounts of Kentsilla. Valleyrie 17, and Erik the Viking. I wish I could reply personally hat you fought to include your address! Do remember when you write, there's no way you can get an answer if you forgot to include your compilete address!

Mrs R. Batham cannot pass the Great Barrier in The Interno. She is carrying a rope, staff, shield, torch, sheet and boots, and Virgil is with her She rang the Helpline, and to our horror, we found we hadn't a single clue!

A.H. McLean of Donoaster has

AH. McLean of Doncaster has managed to rescue the maides in Coastle of Terror. but doesn't think he has gained the maximum points. He unsully finables on about 280. He income all about the soup points, but can anyone tell him how many he ought to be able to get

without cheeting?
He goes on to sek: "What does
SUETOFOR mean in the
Fourth Protocol? My

answers to Sir Anthony Plumb's questions are: Traitor — Feulkner, assumed name Nilson, real name Stenberij; proof fingerprint; where it happened — Pizza House; Traitor was

— Pizza House, Turitor was recruited by Faire Flag," Jamil Westeen wants help in Crystalis of Corrus. "How do you get the white and green crystals, and where does the Staff of Power come in?" he asks of Tower thalde of Newent in Cisouevesterbilire cannot get part apas one way, and gets struck at the bottom of a ravine the other.

while playing Search for King Solomon's Mines

King Solomon's Mines.
After writing for advice on a
dead body, Holy Horrors
player Drey Yales discovered
what to do before help could
reach him! One problem leads
to another, as usual, and now
Dave is repeating his trieligious
deeds, and desperate to get into

How can B. Loque of Dangley Grove cross the bridge guarded by the Darq-Vool? "If Elva has to shoot it, then with what, where is it, and how do you get it?" asks BL?

ADUENCURE CLUES

od old bost swoo but, seem to do indeed both and bost swood but by the but were the first state of the but shows the swood state of the swood state of the swood state of the swood swood state of the booteward well should be swood soon to say the swood swood swood state the swood sw

SHOWEALL: So that the season back hand a factor member in the consumeration in the control of th

MOTOR OF THE HINGS:
Motors gale is passed with ease,
if you can make a Giblel speace.

HOLY HORRORS: Read the perfume, adjust the helly.

EMERALD ISLE: Fancy a poddle? An exe can cerve a mighty hole in a log — if you know bow to do it!

count all the way to the skower.
Follow the plane down the lost grant and then just sure.

the measure same, check the

EUREKA HOMAN; To End
the swamp, Tob S in the swamp.

MOHDONS QUEST: To minimize the problem to minimize the problem to minimize the problem to minimize the problem to make the problem to the pro

CATACOMBS: To take the rword, go sent and after ridding yourself of the damon get the gauntles.

Use this to get the retord.

with a second se

CHOUND ZERO; for a bics of bread, give the grocer a radio!
MAFIA CONTRACT; To deliase the bomb, cut the blue wirth D survivor manners, such

SUBSUNK: To stop an overflow, be a sucker and do a bit of planging with a broom bandle!

ADVENTURE HOTLINE

The Adventure Hotline is a socies of frames on Micronet 800, where adventures with problems can get help from the C+VG Adventure Helpline. If you are a subscriber, look up page 800132, and you will find the weekly Help column written by Jim Deventure.

and you will find the weekly Help column written by Jim Douglas. Been coing on since April when I started the srea? The main difference is that it's now written and uploaded by Jim, rether than myself, and a good job he makes of it too! Paul and I come in now and again to help Jim out with some of the problems and this works

of the problems and this works quile well — all three of us are subscribers and are able to send mailbox mesages to each other through the system. If has been slimmed down considerably from its original size, due mainly to the sheer time it takes to produce. Appearing weekly on a Tuesday,

there are now twelve frames of chat based on mailbox messages received by Jim from 'Nettors'. The previous five editions are also available and 'routed' from an index page.

For those who were mysthised by the appearance of a similar by the appearance of a similar but new tills, it was due to an eatherstand corporation called Clubepot till, who objected, claiming to have been the first claiming to have been the first eart an Adventure Helpline. Although they arent above ripping of C+VG's adventure mysterials and the mysterial control of the control

reviews from time to time.

For those Micronet subscribers who want the REAL thing don't forget you can contact him direct by keying page 8001327.

AFIENA Following the recent death in combat of the previous champion you have been selected to represent England in the Arena, the 21st Century's warground. Have you the skill and application to prove yourself a champion?

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LOTHLORIEN

Liberty House, 222 Regent Street, London W1R 7DB



 Supplier: Ocean
 Machine: Commodore 64Spectrum • Price: £9,95

Based on the film of the same name, this adventure is set in the land of Fantasia. Fentesia is faced with oblivious by the all-consuming Nothing, unless you, as Atreyu, can save

Starting off in a forset of twenty turning paths, the location text is well merced into the rest of the text. But many of the locations have nmilar text, and wandering through the forest can get a little boring and e bit confusing. There are three parts in all, and each must be completed

one of three sets of data. Any object carried at the end of a part is automatically transferred with you into the next The screen format is rather

unusual. It has a very effective wide screen picture at the top. and scrolling gothic text beneath. During play, a minipicture is superimposed upon the main graphic, this shows either an action or the current

To the right of this, up to five objects — the inventory limit — are depicted in miniature. together with any companions that are accompanying you.

The vocabulary leaves a lot to

unknown word. What really entering the command THROW STONE AT ... (object), the reply I got was THERE IS NO VERB IN THAT SENTENCE.

We all know, and forgive, the occasional "obvious" words that are missing from a pame's vocab. but the reply above a slackness programming, which loses the

Play is in real time, and although there is a PAUSE command, I always find it irritating to be hurried through an adventure, for if one hange around long enough to draw respectable map, YOU WAIT

participation.
The limits of Part 1 took me to e swamp and the foothills of a mountain, under which I found a crystal in a glass box. To be quite honest, from there on I found it difficult to know what I

was supposed to be doing. By the time I had wandered around and got over a few minor obstacles. I had a potential weepon and no-one to kill with it. I couldn't end Part 1 and so

proceed to Part 2. Neverending Story is a passable adventure - but

Letth Compbell

· Vocabulary

oppears on the screen from time · Atmosphere be desired. There is no EXAMINE verb. and HELP is time, and jots of pasty things · Personal rating

· Supplier: Terminal Software Machine: Spectrum (Amstrad.) version to follow)

before loading in the next, proceed from part to part,

• Price: £5.95 Whilst we were at the PCW Show, a strange looking fellow with a flowing cape and odd jerkin approached our stand. adventurer stock, the whole team shuffled back a few paces and looked around for visible exits He winked, and with a swish of his rather grubby cape, vanished

into the crowd . . . The event had almost been forgotten, until loading Merlock the Mede, Who should appear on the cover and

title screen but the very same character, caps and all. There are two games in the package, one on each side of the tape. Yes, great value for money. but not much use if one fails to

The games are the first in eseries casting you as Merlock -a helpful chap who jaunts

The game which loaded. The Deeds of Glengary Hall, begins with a few acrosss of instructional bumph to set the scene and explain who you are. liquid sold to the locals as ale, a nervous looking man co

to your seat in the inn and His mildly insene and decidedly nasty uncle seemed to

here the same mentality as the tamous I. Pierpont, Flathead: "li I can't have the money, no-one can!" The deeds to his plush residence have been hidden away, and before the young man can inherit, he must

the idea. The graphics are much like those of Colditz (Phipps). T are component designed, which cuts down the variety. They can be turned off, but you still have space could have been better

la my trevets I tound only e handful of objects, most of which seemed useless. The descriptions are brief, and much of what is included seems irrelevant. Most of the locations are corridors

landings, stairways and rooms.

There's e digital watch up for grabs if you creck the games. I granes if you creek the games. I suppose you could take the view that paying six quid for a watch ten't bad, assuming you have the patience to play through the

im Dougles Vocabulary

· Atmosphere · Personal rating

· Supplier: All American Administrac

· Machine: Commodore 64 (disk). Atari (disk)

• Price: £14.95

If ever there was a lost opportunity to gain a C+VG personal rating of 10 for an adventure, this was it! Here is a highly original scenario with some stunning possibilities, and it has all been wasted with a clumsy input/output format and a Perhaps 'diabolical' is an apt

word, for the davil himself features in this came! Here, the game starts with you on the veroe of death to a hospital had Should you be successful in accomplishing the task of dying, things take a turn very much for things take a turn very much for the worse — you go down rether than up! That is if you can manage the commands to go anywhere et all

Now the problems begin, and you can either spend an eternity in a nastily tiled soom half-full of

stagment water, or solve the problem and arrive at an altogether warmer place of an even lower altitude When you hit bottom you find result in a circular room with

doors to the left and right and e notice amouncing that Satan suspects one of his immates, a certain A. Hitler, of plotting to overthrow him. He who succeeds in proving this will be released

to ascend into heaven.

On with the plot. Take the left hand door - well, why not? Tarough an underground cavers, the player reaches his old friend, Nazi war-criminal Adolf Eichmann. Wearing the uniform of the Third Reich, he will not let you pass him to see

A.H. until you answer the question: "Why do you want to see him?" I'm not usually lost for words. but try to sum that up in twel But there are no cluse. The other alternative has to be

bettar, so off we go through the right hand door. After passing through a few careens, another dead end is met in the form of John Wilkes, Abraham Lincoln's

He is quarding further progress on the direct orders of Satan himself. Not so lethal as by slapping your face centle character really! So back we on, and the eervant sinners amongst us



will no doubt find a skull amount the foul-smalling remains of decaying human

Sech.
The more setule will find that it rettles. Here the word difficulty comes in, for there is no way I could find of making use of this fact. My logic went as follows: It

retties either because there is a the poise of the rattle itself in Following the latter train of cought, I tried RATTLE, SHAKE, and as many other words as I could think of, to

Following the other track, I tried EMPTYING the skull, tipping it, inserting hand breaking it, you name it, but no detail could I see, no object

could I obtain. The graphics, superb as they

ere, take an ega to load. What a shame, the potential is therm, but it hasn't been Notted — it has been spoiled Kelth Campbell

· Vocabulary · Atmosphere · Personal rating

 Supplier: Global Scitware
 Machine: Commodore 64 Spectrum/Ametrad to follow

9 Price: £7.95 To free the ruler's daughter, and to escape with her from the Dark Lands of the evil magician, is your task as Caro in this unusual

strange house, whose kitchen eads into a room containing a diabolical demon encased in reen slime. Another room houses a witch - e bit of a houses a witce - e un us a cockpocket on the quiet. It is up to you to discover how to encourage her to steal that ich is not essential to your

encounter with a spongy floor.

the action moves on to a forest This is where I deducted a few thwarting the mag Admittedly I was under the

influence at the time, but I found the concept of talking a tree into the deeds of which I was incapable too bizarre to gel with

The fact that the tree talked in Arborian didn't really help

aither There are two characters, Caro and Arui, who are interchangeable throughout the game. Of course it had to

happen, and it did! Type AZUI. and you become Azul, type and you become Azul, type CARO and your become Cero The visual presentation of the game is fast and clean. A split screen is featured, the top half seine a mini-evanhie often

animated, with a text description of the location to the side. Despite being so small, the help the player instantly recognise into which location he has moved.

The publishers, in describing the game, make a great thing of excerpts play throughout the

I suppose there has to be music at any ball, but it came over as an irritating dirge, and I soon turned the sound right

soon turned down.
With the "Bells" cast into oblivion, the game is a pleasure to play — if as so user friendly.

Keith Compbell

· Vocabulary Atmosphere · Personal rating

COMMODORE 64









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Advencure

Supplier: Infocum
 Machine: Atari, Commodore

64. Apple • Price: £31.95

The Legend of Wishbringer starts in the instruction book, in the form of a beautifully the form of a beautifully illustrated poem. It tells of how Morning Star, a help girl of rase and perfect beauty, was kidnapped by the evil Queen Alexis so that she may in time

become her daughter. Six brave knights had tried to win the hand of Morning Star by completing dangerous tasks set by the Queen, All, of course. had failed, just as the Queen had planned. In the ages that followed, the

kingdom turned to dust. All was lost save the heart of the princess, which with the passing of time had turned into a glowing stone, known as The Wishbringer. The reason for the title is simple - it is said that he who bears the stone will be granted seven wishes, one for

· Supplier: All American

Apple, Atani (disk only)

Machine: Commodore 64.

You are summoned to miss

collision course with Earth! The cetastrophe is due to

control and told to go out into

happen at 7.15 pm, and as you start, your watch tells you that

your work out out making your way through the Mission Control

collecting the supplies you will need, and generally making sure you are fit and healthy for the

The game has graphics which ccupy all the screen, bar the

five lines forming a text window

at the bottom, but previous messages can be seen by pressing RETURN, which will

flip the picture on and off.

The graphics are quite pleasant, without being spectacular. Unfortunately, the

cannot be turned off completely,

the time is midday. You have

building, getting briefed learning your flight plan

task ahead.

space and destroy an asteroid on

Adventures

• Price: £14.95

raing Star, and one for each her lost loves. Wishbringer starts with

u standing outside the Post Office in the village of Festers in which the game is set. You have taken a job there and your first task of the day is to deliver a letter to the old woman who russ Ye Old Magick Shoppe There are some pretty strange rumours going around about her It's not surprising considering the way she motters on about tralis, quests and somebody called The Evil One. It is even

said that she has a rock that makes dreams come true! It is not until you step outside the old woman's shop that you get the first hint that there are indeed strange things afoot. say more about the plot at this stage would give too much every! Wishbringer has been

iven a new story format, which makes it a very friendly game to games crop up, this was like

road in from disk is inswitable

one and two-word commands, and although this is quite

acceptable as a method, more

the rocket, and providing you

entering and leaving his craft, all should go fairly smoothly

until you actually come to gripe

intelligence and a wider

the game considerably.

The player's input is limited to

vocabulary would have enhanced

It is quite fun learning to pilot

take the sort of precautions every astropaut should take when

even on replays.

meeting old old trienda! There's even the chance to take a peek into a Grue's Nest and live to tell the tale! But the best laugh for me came when I found myself standing by a white colonial

house . . . There are two difficulty levels in Wishbringer - you can either solve the problems using pure logic, or invoke magic instead. That is the easy way. be used only in the last resort, so in fact it is a form of chesting! But by using it you don't score any points for the achievement, but nevertheless it

As is usual for an Infocom game, the packaging is superb, and includes not only a disk, but also a map of the village of NOTE AND OND GlOMthe-dark Wishbringer, and a most special sealed letter. Paul Coppins

· Vocabulary • Atmosphere

• Personal rati

with the essential part of your

10

10

Then the thinking must begin for if you are to blow the asteroid up, if must be done not only before it reaches the earth. but preferably with you out of range of the blast.

Here is an unaser adventure, ideal for the

Kelth Compball Vocabulary · Atmosphere

· Personal rati



WARLORD

 Supplier: Interceptor Software
 Muchine: Spectrum, Amstrad · Price: 16.00

The Roman and Celtic gods have become personally involved in the battles taking place on earth and both are trying to force a conclusion in their favour. Open warfare between the gods is imminent, and feering that the world could be destroyed, a

truce has been called A mortal champion from each side is sought, and transported into one of the Celtic Otherworlds. The outcome of the war will be decided in favour of

the winner The Romans have chosen their nest conturion, and the Celts have their Warlord - YOU! As the adventure mens, it is an easy task to set forth from a mountainside and start to unlock the secrets of the Otherworld. Gods from both sides pop up all over the place, some helping with a gift and a smile, whilst others set about doing all they

to slow you down After a speedy start I quickly came to one of those spots that overyone experiences at some time or other in an adventure the immortal words NOTHING SPECIAL HAPPENS. A quick plea to the Helpline (thanks, Adrian!) soon solved what turned out to be a truly salty problem, and I was on my way to the next meeting with the Gods,

One rather strange thing I noticed whilst playing this adventure was its funny habit of letting you solve a puzzie without letting you know! For example, the first time I

went through an enchanted wood, the path was clear and easy to follow. The second time, I was not carrying what I had taken to be a rather useless staff like object, and without warning some very strange things began to happen!
Worlord is a split-scree

graphics and test adventure for the Spectrum and Ametrad computers. There are about 100 locations, but only a few of them have a picture. The Amstrad graphics are far superior to ose on the Spectrum version Penal Coppins

· Vocabulary • Atmosphere · Personal rating

and so the delay while they are



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1 Name that tune! Both the versions of Harvey Smith's Showjumping have the same

2 What is the maximum number of faults you are

Answer 2_



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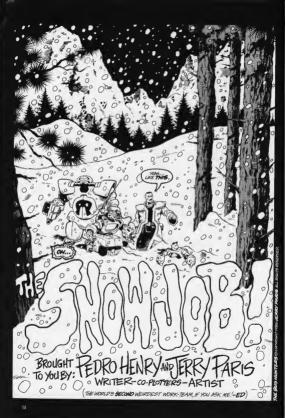
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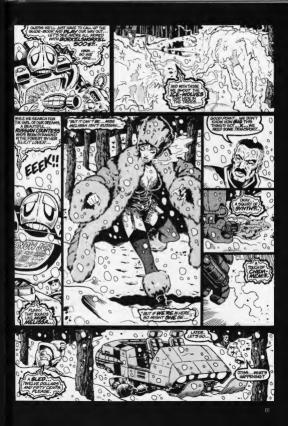
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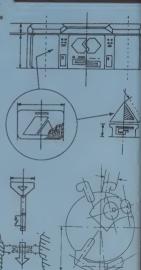
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EDYX COMPUTER SOFTWAR

C-VG MAP



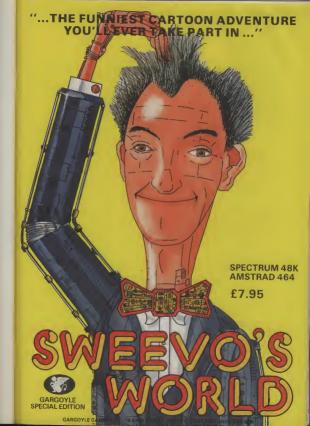
Stephen Crow is a brilliant programmer as Starquaka, his latest smash hit creation, proves, But did you know that he's also a bit of an artist to 10° Well he list Ando be draw the diagrams which go with our exclusive Starquake map. The diagrams show you just what to do with the objects and items you find and/or use in the Starquake map.







GRIP STICK - GR





Now it should be said straighteway that there s nothing new about the technique of sempling. Ever since electrical massurements become back in the days of Hortz and Ohm pappia hava been attempting to take short-cute' in the measurament of elternating eignels whether in the from of voltages or currents; charges or fields. Sampling le just such a short-rut and we will be explaining the significance of the technique in tarme of ita effects on modern music. If you bought a Video Game Caesatte from a particular shop and it turned out to be duff, you could herdly eay with any accuracy thet 'All consettes from that shop ere dud'. If, however, you bought ten euch gemes and found them lecking. you would have a much stronger case for saving that all games from that source were suspect.

The sealest sound to study is else the most boring to listen to - the eine wave. But it is easy to draw and chop up into samples and Bustcates how the 'rules' affect the actual sound you hear! rather than a sound Taka a look at the two proper, although the dogs drawings below [Fig. 1] of the neighbourhood musician uses it.

and then at the two next to them [Fig. 2] ...

This is the display you would see on the eccess of an necilloscope if you were observing, say, e TODO My tops - a very pure whistle similar to the satting-up tone you can hear on the TV after shut-down in the evening or during the Test Card transmissions It rannaenote the change in voltage of the signal as a function of time. Fig. 1e shows the pure

sine wave and 1b shows what the display would look like if we 'chopped' it in? - ewitched it off end on

would object! - we see that the overell shape of the original wave is strongly dapleted by the many sample nulses.

But, you may say, we pould do some crafty filtaring on the 5.0kHz sample by making what is celled e 'Low-Pess Filter' which will allow through the original sine were but will blook off on beneily attenuate the high pitch of the Silkly sound A good exemple of filtering is wex in your eers! All very fine, but where

do the computers come Beck to our original

speed five times feeter than the sine wave's own, which in the cese of our example is 1000 times per second. Thus the 'chopping' or sampling frequency is 5000 per second or more commonly 5.0 kilohertz. Now you can see clearly that the outline sheps of the eine wave is still there in Fig. 1b. but if you listened to the new sampled signal you would heer a pomposite sound meds up of the original 1.0kHz signal together with the much higher pitched end relatively unpleasant enund of the 5.0kHz

sampling frequency. Let ue suppose that we sample at 20kHz - a frequency only audible to a few humans and than only se a 'eansetion'

. Look at pulse (A). We can make some very uneful massurements on this pulse in order to turn It into e form that e computer can recognize etore end then menipulate.

From Time Zero [when we start the sampling process) pulse (A) occurs st. sev. 200 millesponds. It has an amplitude of say. two volts. Immediately we have two messurements which define pulsa [A] exectly and in tarms which can be readily essigned to addresses in your computer's memory. Bo, if we have a sampling circuit (known as an Analogue to Digital Converter or ADC for shortl and a computer

with memory available, we can store the sempled sound for future playback. Next month we'll see how the professional

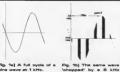


Fig. 2a] The sins wave chopped (sempled!) by a 10 kHz pulsed signel.



with the 'dots Joined up' showing the approximetion to the original waveform.

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Hot off the presses is the latest C + VG Gallun Software Top 30, It's the most accurate and up to date obert currently published in Britain. Just one look through the letest C + VG cherts will tall you which top name games are selling the quickest — making it easier for you to shoose the shoot-em-up, kerets game or boxing program you want. It's a knock-out.

. IANIIARY

TOP 30/ALL FORMAT

e THIS MONTH	# LAST MONTH	• GAME	MACHINE	• MANUFACTURER	• WEEKS IN
1	1	Way of the Exploding Fist	SP. C64	Melbourne House	1
2	3	Frank Bruno's Boxing	SP. C64. AMS	Filte	1
3	2	Dalay Thompson's Super Test	9	Oreon	4
4	6	Fairlight	SP	The Edge	1
		Hacker	SP. C64	Activision	_
6	16	Fighting Warrior	SP	Melbourne House	4
7	18	Formula One Simulator	SP, C64, C16	Mostertronic	1
	8	Finders Keepers	SP. C64. AMS. MS	Mastertronic	1
9	4	Now Games	SP CA4	Virgin	1
10	11	Action Biker	SP. C64	Mastertonic	-
_11	26	Graham Gooch Test Cricket	SP CM	Audiopenic	1
12		Spy vs Spy 2	SP C64	Beyond	1
13	5	Summer Games 2	CM	Epyx/US Gold	4
14	10	South-head	SP, C64, AMS, BBC, AT, ELEC		4
13	29	Borad of the Rines	SP. C64. BBC	Silversoft	1
16	-	Impossible Mission	SP CM	Epvx/US Gold	
17	_	Monty on the Run	SP CM	Gremlin Graphics	-
18	17	BMX Rocers	SP. C64. C16	Mastertronic	-
19	_	Terrormolinos	SP CA4	Melbourne House	_
20	9	Hypersports	SP C64 MS	Imagine	4
21	19	Chiller	SP, C64, AMS, MS	Masterfronic	
22		Shadow of the Unicorn	SP CDA, AURO, AND	Mikrogen	
23	_	Who Dares Wins 2	SP. CM. AMS	Alligato	_
24	21	Filte	CA4	Acorosoft	_
25	25	Nonterrequeous	SP. AMS	Acornsott Mastertronic	4
26	7	Sky Fox	CM	Arillosoft	4
27	15	Barry McGuigan World Champions	CAL	Activision	4
28	_	Marsport	SP SP	Gargovie Games	4
29	20	Karateka	CM	Arininsoft	1
30	_	Sorderon's Sharlow	SP C64	Ariolasatt Bevand	4

AMSTRAD/TOP 10

	10,10,10
1	Way of the Exploding Fist/MH
2	Finders Keepers/Mastertranic
3	Frank Bruno's Boxing/Elite
4	Nonterraqueous/Masterfronic
. 3	Chiller/Mastertranic

Frank Bruno's Boxing Number Two.

SPECTRUM/TOP 10

- 1	Way of the Exploding Fist
2.	Daley Thompson's S.I./Oceo
3	Fairlight/The Edge
4	Fighting Warrior/WH
5	Frank Bruno's Boxing/Elite

G. Gooch Test C./Audiogenic Shedow of the Unicorn Mikrog Impossible Mission/US Gold Bored of the Rings Silversof

Spy vs Spy 2/Beyond Frank Bruno's Boxing/Elite

C64/TOP 10 Summer Games 2/Epyx/US Gold Way of the Exploding Fist/MH Who Dares Wins 2/Alligato Sky Fox/Ariolosoft

B. McGulgan W.C./Activision Kereteka/Ariolosoft each heed 2 Access/US Gold

Cos = DOWNDOOS AS AT - ATARI ELEC = ELECTRON

New entry Spy vs. Spy. COMPILED BY GALLUP



HOTSHOTS

My Lords, Ladies and Gentlemen. This is the Computer and Video Games heavyweight champlonship of the month.

Introducing in the red corner, from Sale In Cheshire, 15-year-old Steven "Basher" Lambert, and in the blue corner, from Loughton In Essex, 16-year-old Jason "Bruiser" Guth.

This contest will be fought over ten rounds each an Frank Bruno's Boxing on the Spectrum. The contestant with the highest score takes the round. The victor will win the

highest accolade in British baxing - the title of C+VG October Hot Shot. Right lads, let's have a good, clean fight and may the best man win.

Ding, ding... Round One. Jason "Bruiser" Guth is off to a

quick start, jabbing to the body and hooking to the head. He scores 28,390. Steven "Basher" Lambert fails to settle down guickly. Big fight nerves keep his

one to Bruiser. Round Two. Bruiser Guth is forging sheed, scoring 29,650 to Basher's 26,800. Round Three, Could this be

a walkover, Bruiser outpoints Basher again, this time by 27.600 to 27.530. Round Four. Basher Lambert settles at last. giving Bruiser Guth a 30,800 to 28,680 pasting. But Bruiser still leads by three

Round Five. Basher's revival continues as he outpoints Bruiser 28,770 to 28.580. Round Six, What a comeback. Basher Lambert draws levels with Bruiser

rounds to one.

score down to 28,290. Round

with a 28,820 to 28,390 win. Round Seven. Magnificent. Bosher outscores Bruiser 27,610 to 26,960 to lead by four rounds to three.

Round Eight. Stunned Into action, Bruiser Guth outinches Basher Lambert by 29.330 to 28,280 to draw level again. Round Nine. Back storms

osher to win the ninth by 29.530 to 27.550. Round Ten. The moment of truth, Bruiser Lambert must win this round to draw the fight. Can he doe it? Yes, with the top score of the

they both agree to fight a md deciding rou

Round Eleven. What a contest. Bruiser Lombert summons up all his strength to beat Basher by 28,590 to 27,990.

So Ledies and Centlemen. Steven "Basher" Lambert takes the title of C+VG Hot Shot of the Month.

. The Hot Shot game for January Is Alligata's Who Dere's Wins for the Commodore 64, Send your score on the printed coupon below to Hot Shot of the Month. Computer + Video Games, Prigry Court, 30-32 Ferringdan Lane, London, ECIR SAU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets It right all the time and we'd like to know which games you would like ta see in the Hotshat

Challenge, So, don't delay get your omination in the post now. And please don't forget to keep sending your Hi-scores

You do want to get you name in the universe's best magazine, dan't you?





HI-SCORES

are still inter- forget to send in your scores ested in your high- and a photo of yourself - If scores on various you think we can stand it. puter games. So dan't that is. ______



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This is a story of torture, sleepless nights, self-denial and devotion to duty. In other words, the every day life of a computer programmer.

In this instance the programmer is Shahid Ahmad, creator of Chimera for Firebird. He claimed he could convert the game - about an investigation of a giant alien space craft orbiting earth - to the Amstrad in just one

Next month find out if Shahid succeeded in keeping to his deadline.

THE TASK This entire

campaign started when I boldly claimed that I could get a conversion up and running on the Amstrad within a week At that point, I did not even have an Amstrad, and the only

thing I knew about it was that it had a sound chip and video chip similar to that of the 8BC. Well that did not bein since I do nat know anything about the BBC either.

The next day, Firebird told me what had been set up for me, and that I should stort when ready! I thought that it might be an idea to buy an Amstrad first and learn something about it. That I duly did and here I am now, writing a prelude to a week that should stretch me to the limit. Can I do it? There is always a first time for everything.

DAY ZERO -TUESDAY

And so started the first day of my week of self-inflicted torture at 10.00 cm, when most human beings are already hard at work

I know what had to be done first, and that was the graphic I had taken the liberty. writing a simple graphics from Basic, because with my task would have rendered Impossible

Later on, amid and frantic bass g sessions, I code more mundar collision date the 3D scr I recei

week. flawlessly. I worked a fourteen

masochistic haur day and had three hours 4 The Amstrod has been an all this time and not a single crash ar disk error, and na overheating! I am pleased so far with my performance, and thanks to Phil Callins and UZ for getting me through the first day with my sanity (and my disks!)

> DAY ONE -WEDNESDAY

What is it that makes son get up at 10.23 in the mor with a croving not for bree but for a Joe Hubbard I won't keep you guest rogramming ga when you are d version, a bit always helps, fuelled by li bass playing playing be act that

Well

in fact! What annovs me is that I have wasted a whale day in search of a bug that didn't exist and yes, you have guessed, it turned out to be a "feature" in

my assembler package. Twe got used to it no though, and at the end of the day, the assembler I'm using re-draw the a the Amstrad now is possibly the best I've ever used and the only thing that bothers

me about it is the slow editor Well, enough of my com-plaints, what have I accomplished you ask? I managed to get most of the major routines working and finished today, and the graphics I'm pleased to say look truly superb. I'm now usi a full height 18 row screen opposed to a 14 raw scree

my other versions, and say that the display appealing. I should b the adventure hand heater and missile but I spent mo debugging and blasted Epsq work with

DAY T REE -FRIDAY

D.P.A' is about! DPA is a near has beast whose job it dynamically allocate pria all moving and objects on a 3D screen, thus 'Dyna Allocator" Most conve

every updat object D.R. manitorin the san

OCCUR



CH IMERA

The Standard by which others will be judged.

This is Hardball from Accolade. The first in a new generation of software that sets the standard for others to beat, if they darel graphics so large and fishile and sound effects so real, you'll believe you really are of the ball park – yes, you can ofmost smell the hot-doys.

ment of bia time







HardBal ByAccolade



AWARDS 1985/READERS POLL



Liver wasted to give a software you company some sick? Of course you there had now C+W is girling you the chance to so just that live, it's the Goldon Joystick Award time

Appell for care yet're had year bead duck maker a stone for the last cought duck maker a stone for the last cought stand erects are oil about 12 YES chance in which is the last of year on the other oil about 12 YES the cought of year and throughout 1963. Will get in both on what pure should get the perchipter Game of the first rects; the chosen which showes been year the fall indicate choice the Propression of the But. Plus like oil when gliftening prints. Will we decident who gets what The CFF didned beyinder on the who actually play the games. That's 100, the C+HS readers. Other awards are resulty given away by people who probably kneed over held a jorstick! So if you want to get in on the act

probably haven't own held a jostical.

So if you want to get in on the act
and tell are who should get our Golden
Jostick Awards for 1895, just fill in
the wring term helow and reach it to
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But lange to add your reaser-up
closice in each category — even if you
favourite pane doesn't via a top award
it must always come a close second.

Bu're leaking toward to getting your
wies in — as yet cracking! Raid
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"To be published" files. And that's where the waiting starts. We receive several hundred topse seal month— and loads of them are printable. So it can take quite a while to see your game in ontil. But we like to think that it's worth the waitine GAYG'S. Programmer of the Year— which you'll produce GAYG'S. So you could get an unexpected CHYG'S. So you could get an unexpected CHYG'S you'll be digitally tool!

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C+VG COMPETITION



Vincon, Vincon) It's time for all you arrectally cases to take a time One Championship, which Grand Prix driver has won the greatest vecomit, vecomit it's time for all you armichair raises to take a lit.
grip on your populishes and presume to take oil on a ride you's. Which Grand Prix driver has won the greatest number of Fr races? Is it a) Jim Clarr b) Nelson number of P1 races? Is it a) Jim Clark b Piquet e) Jackie Stewart d) Niki Lauda? over forget. Electra Glide is the new futuristic race game from English blacks glade is the new fuluration race game from English
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Normal C+VG compatition rules apply, closing date for the Normal C+YE compatition rules apply, closing data for the compatition is samely tech and the Editor's decision is treat. competition is January 18th and the Editor's decision is final.
New pol into gaze and race to your flearest post bors with your ELECTRA GLIDE QUIZ entry formi

Town an AtariCommodore 64 (delete where applicable) Address

1. Who is the 1985 Formula One World Champion? wing is the 1985 Formula One World Champion. Which is the tastest Grand Prix racing circuit?

THE FLINTSTONES Court, 30-32 Farringdon Lane, London ECIR ANU ourt, 30-32 Farrington Lane, London ECIR 3AU. Costing Gate for the Competition is January 16th. ormal C+VG rules apply.

The lucky runner-up will get a copy of the game ld you know that the first Chettoblaster was

id you know that the first chercobiaster was invented in the Stone Age? Bet you didn't. But invented in the stone Age? Bet you draft. But recent evidence of a rossilised ghetroblaster recent enuence or a vosilised gnectuolastic of a guidang articles and a consilised gnectuolastic of a guidang articles and a consilised gnectuolastic or a guidang articles and a guidang articles articles and a guidang articles uug up during archeological work on a building nide. a million miles away from priory Court proves train storie age man was listening to leavy flock music indistone age man was istening to heavy rock music rong teleprote the iron Maiden appeared on the banks of the Now S.+VC are broud to announce that one of our 190W C+YU are DTUD TO announce that one of Our of North Peaders will be able to win a replica of one of the County NICKY TRADETS WILL DE ADIÉ TO WITH A PEDIKA OT ORE OT THE MENTAL DE ADIÉ TO WITH A PEDIKA OT ORE OT THE MENTAL DE ADIÉ TO WITH A PEDIKA OT ORE OT THE OT THE MENTAL DE ADIÉ TO WITH A PEDIKA OT ORE OT THE OTHER DESCRIPTION OF THE OTHER DESCRIPTION to that well known cave person fred Einstonel that well known cave-person fred Flintstone no. mames TO CEREDITATE THE JAUNCH OF THEIR PARTY OF THE PRINTS OF T MINITATORIE QUINCESINYA NAVE GINEN US A NAZIONIA PARASORIE GINECULIARENE TO GINE ANNI PARASORIE CON PARASORIE CON

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So what do you have to do to what Simple. We leave to the state of the same of the s SO What do you have to do to win? simple, we're printed a picture of Fred With an entry speech printed a Dicture of Fred with an empty speech the bubble. All you have to do is fill in the bubble with a speech to the speech DUDDIRE, All YOU have to do is fill in the DudDire Williams a suitable funny comment and rush it off to Computer a suitable funny comment and rush it off to Computer and Vision Computer Comput a suitable funny comment and rush it off to computer and video Cames, Filmstones Competition, Priory









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G FORCE

The crack team have been busier than ever lately writing our new BIGGER reviews of the latest Christmas releases. For your enjoyment we check out Jeff Capes Strong Man Game, Rock and Wrestle, Rambo, Commando, Lord of the Rings, Gyroscope, Mercenary, all the cheapies, and all the compilations. Just don't forget, G Force reviews are always first and best.

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 Congratulations to C+ VG. I've received you October issue and I liked the new look you gave to it. I liked The Bug Hunters cartoon, It made up a hit for the loss of The Bugs

I liked your Lord of the Rings article. Give my congratulations to the artist. Chris Achilleous. His illustrations in the article are incredible. However, there were two pieces of misinformation in the article. The third book is called Return of the King not Ring and the final defence was against Sauron, not Saruman, who, by then, had been imprisoned in Isengard by the

Entsy Unfortunately, the article didn't say which machine the adventure will be available on. I suppose it'll be on the Spectrum first, like Mr. Michell's previous programs. 1 almost makes me with I had the Spectrum and not the '64. I hope he'll translate it (preferably on to

disk) to the '64 soon. I like your Konan the Barbeque cartoon. I'm sure there are many cartoonists out there who can produce cartoons like that, too. Why don't you put the cartoon on the borders of the pages like in the 'Mad' masszine's

It'll make your already oyable magazine much better. 1 find American computer magazines too serious for my

taste. Hooray for British mags! Also, will the adventure team please state in ALL their reviews. which machines an adventure program is available on, which one was used for the prview and which company released it. It's frustrating reading about a good adventure and not knowing where to get it and on what machine it

can be run on. Finally, Ilamas are the eneate Long live Jeff Minter! May his hairy creations never cease to flow from his fingers. Soh Kan Yung

Malaysia Editor's replay: Another well known C64 magazine may already have cartoons in the borders, Soli - we could be accused of copying if we did the same! Thanks for putting us right on the

· I was relieved last Christmas one of those machines that your

Rines!

when my father, instead of buying magazine seems to be obsessed with, walked in with an Atari 80GXL, which didn't close his

I have been buying your exorlient magazine for around ty years now, but I am starting to have second throughts about rushing down to W. H. Smiths every groups to buy a conv. as your magazine seems to specialize

on the Commodore and Nowadays, it only takes serv minutes to read all of your mazazine. Have I got a gift for English, or is it that there is nothing to interest me and my fellow Atari owners? Most of the seven minutes is spent reading the fantastic advertisments from US Gold, which leads me to my next point, why do you always review the U.S. Gold games for the CBM64/C48? Is your Atari machine thrown in a corner

How about borrowing some of the latest expellent Atari software from Silica Shoo? Or why not pop up to the fantastic English Software company and give some of their games a nounding. Just one more thing. I plead

collecting dust?

with you to review some Atari games, so Atari owners can enjoy your magazine as much as the other computer owners. S Ruther Editor's reply: Don't know how

can say we ignore the Atari, Mr Butler. We devoted eight pages exclusively to the Atari in our Agreed issue. And in our reviews we generally say when a game is available for your favourite esachina

· I am writing to simply say that your magazine is THE best! Your free posters and games book are Your previews and reviews are

mega excellent! YOUR fantastic book of maps is magnificent. Your competitions are oreazzy don't make them harder now I have said that I first bought a copy of you

magazine at a jumble sale. (What? - Ed) It was the March 1985 issue. and I have been collecting it since

Your asodern look for the magazine is mind boggling. The very thought of your next issue makes my beain fizz. I always like your maps, hints and tips because [collect them.] have got enough mans from you

to start a shop!! I think your magazine is going to so down in history as the greatest and the most enjoyable magazine ever. Your Bus-Hunters and Psi Warrior comic strins are hillarious. Of the Bug-Hunters, I especially like Big Red. He may

be daft, but be is cute Your reviews are good - but please make them a teeny weeny bit longer. I think I have just about got the message through to that your magazine is the REST in the universe and now will you please, please, please let me have one of your t-shirts with that case little (little? - Ed) Bie Red on the front? Please. James Dodd

Editor's reply: I knew there had to be a catch

 This is the first time I have written to your magazine, mainly because it is the first time I have bought it. My regular magazine is CRASH because of their playing tips section, but I think I will start buying C+ VG as well, or instead of

The main reason for this descriaction is your Microsell section. Penpal section and all those competitions It's okay reading reviews you know that what you are looking at you can buy. But in C+ VG you get reviews for the majority of computers and you can contemplate which muching has the best games and then go out and buy it. Derry Gibbons

· At long last I am the proud owner of a Commodore 64 and I am so pleased I felt that I must write to you about it. I never believed that the 64 could be such a good machine and it was well

Last week I bought three games. Ghostbutter, Lazy Jones and Frak. After playing them for about two days I managed to reach good hi-scores. For Ghostbuster 1 reached \$29,000 which I was proud of until my boyfriend, Colin oot \$171,300, 1 couldn't understand why we were given account numbers until we loaded the same in again a few days laser and found that we continue the game.

Frak is the most challenging game that we have ever owned and I think that it is a terrific

game. I can reach the fourth level and Colin can reach the fifth. We both think that this game is marvellous and highly addictive and spend a lot of time playing it and even sometimes well into the morning. Do you know if you can get extra men along the way, or not? What tickles me about Fruk is that you get a code for each different score you get. Colin's code is "Hairy Hooters Fit Small Bugs Slowly' and the score is

21.000 Just one more thing before I en. In the March edition of Committer + Video Games won printed a game for the Vic 20 called Hero. You said that it will run in 3.5K. This I have found is not true because I ran out of memory whilst typing it in. Does this mean that you have to have 16K?

Well I think that is about it for now. If ever you decide to include the games I have mentioned in your Hall Of Fame, please include our hi-scores. Keep up the good work and keep printing lots of programs for the Vic-20 and Peadme

Editor's reply: The answer to your question is Yes - you do seed 16K, Marika.

· I have recently bought a copy of Palace Software's Couldron for the Spectrum. I think that the game is very good but the sound However, I do have one very

big complaint. This is to do with the free game on offer with Cauldron called The Evil Dead. On opening my Cauldron causette case I looked for the instructions Hold on! What's this? No instructions to either game, only a nathetic effort of a

So, I open C+VG, find the review of Caldron and at last find out what to do in this game. But what about Full Dead? 1

cannot find any instructions to this game anywhere. It is very annoying. Can anyone help me? I am pure that many other readers are faced with the same problem However, I must say that it is a

good idea to have two games on tape, as it gives you value for money. I have noticed a few other software companies doing this, but not very many. Many people would choose a pack of two highquality games on one tape rather

Many bog,

than one game on its own.

And now to annother complaint
about the Cauldron package. In
the game isself, a small flashing
bag and similar chest can be
found. On collecting these, they
appear on the two serolls on the
top for the scenes. What are they
for! Decoration? They are
certainly not ingredients for the

D Cartwright

Cluyd Editor's reply: OK, Bug Hunters! Get out there and get some Cauldron tips — and some instructions for Evil Dead while you're at it. Can anyone else help?

I think your magkine is great!
 I think Anirog's games are great.
 Have you seen Ton Thumb?
 The Bug Hunters are great, I

like Big Red and B-Coo.

Now a grumble. Why have the charts been shifted from the nice large colourful centre pages, to a boring black and white pictureless near?

Would you do a Wunder Walker review for us Vicater! In Case you don't know it is made by Interceptor Micros. Here is a quick tip for other Vic 20 owners. On Mariri for Vic-20 16K, to get outso the next level, hold down the following keys- SHIFT, SPACE, DC, and F.

I promise it does work — well, on my computer anyway! One last word — thanks Keith, the Helpline is great. I would be even better if I could have

the respine is great. I would never better if I could have Mission Impossible tips. Marc Wallage Suffolk

Editor's reply: We wanted to give our reviews more colour Mare and give our readers those special free pull-out posters. That's why the chart had to be moved. We'll keep an eye out for Vic games too.

 We read daily of the current downward trend in the computer industry. This includes the demise of many furnous software companies; computer;

manufacturers and even computer magazines.

The computer user groups have

The computer user groups have also suffered during these difficult times, I understand that the Scunthorp club (from my own area) have bad to close through

Our own group, The Doncaster
& District Sinclair Computer
Club, has also suffered from
falling membership. Two years ago

we had over 50 Members but by June of this year numbers had fallen to 20. However, we feel that 1985 has been a turning point for us; we have transformed an ailing club into a thriving and forward looking user owner.

looking user group. We have learnt the importance of regular discussion and business meetings, where Members can express their views about current issues. We maintain interest in Basic programming by holding monthly programming competitions and correlated.

computer oriented quizzes, crosswords and puzzles.

If any member has purchased new software, they bring it the meeting for us all to see, and we have found that this bas saved many an expensive mistake by

other members. Not all the software lives up to its advertising. We have had good response to a rocent intense advertising campaign, although there is always room for new members and new ideas. In conclusion, I would like to say that, if there are

any other groups going through difficult times, keep fighting for your club, it's well worth the effort.

Should any of your readers be interested in either starting their own group, or learning about

ours, I would be happy to hear from them at the address below Linda Aberombie 2 Springwell lane Boths

Balby Doncaster DN4 9AB

 Guess what, I — or should I say my brother — owns a machine, an Atari 600XL 64K. By the standards i expect from this machine I haven't seen one solitary game for it worth buying.

My brother loves adventures especially Level 9's. I'm a "sap it before it moves" addict, but I must admit Level 9 adventures as superb.

Have you seen Attack of the

Mutant Camels? Good ole Jeff does it again. I luv it. Anyway, I just don't know why the big Commodore and Spectrum only software houses don't recommen on the Atari. It is a very

good machine by all accounts.
So come on Ultimate, Mikros
gen etc. Though I think I know
what they will say, program a
game worth marketing, and we
will market it. Well, I'd like to see
Alic Attack, Aften 8 or
Pyjamanuma, Will Automata even

bring out Pi-Mania for the Atari, will Ultimate ever program for ye olde Atari?

ti olde Atari?

It looks like I shall just have to
g go and have another bash at Star
Raiders.
Prancis Crower

• Last Christmas my brother and I received a CBM-64. At first everything was going fine until one day the delete key came off. It was taken back to the relailer and sent off to Commodere. When it arrived back, I played on it for a few hours. After a few

days it went wrong again.

Weird messages were put on the screen and sometimes there was no K to use.

I was very annoyed and we had

no K to use.

I was very annoyed and we had it sent back to the retailer who in turn sent it back to Commodore. When it arrived back, I marted playing and once again it went

pusying and univer again of wern well agreement of the first letter was always missed off. When I confer was always missed off. When I confer was always missed off. When I confer of the graphics were missed, is back again — and told them we had not enough. After carried comification we decided on an American dan based's haven't had any problems since.

Simon Perv.

 Thanks for printing the best computer mag out. In Australia, C+VG comes at least two month after the publishing date but it is well worth the wait. Every month, I go to my local newsagent to see if your magnificent chagazine is

Grimshy

al your magnificent magazane is a more than the time it is, but sometimes it goes so flust it is not sometimes it goes so flust it is not sometimes it goes so flust and I have to wait the whole month for her next issue. I have just bought the August issue and reading through it. I find the urual supertarticles full of good advice for every serious computer gamer. My favourite articles are Artade Action and Mailbug because

Arcade Action tells me what games to play at the arcades and Mailbag is bursting with hints for my computer which is the TRS-80.

After hearing so much about Solvinee Projects, ¹ det Set Wilby, I Solvinee Projects, ¹ det Set Wilby, I Solvinee Projects, ¹ de Set Wilby, ¹ and surprised to find that the game had arrived two and a balf week after 1 had seen the order off, which is great A normal letter across town in Victoria can

ari, sometimes take a month. Bravo to ye Software Projects for fast strvice and producing the best game out for the Dragost. Now I have a few questions to

ask. Since Jet Set Willy is an auto-executing game on the Dragon, is there any poke or command that will give me infinite lives and also a command that will allow me to jump from any height and not be killed?

I know that you are sick of

I know that you are sick of receiving pokes for this game but it would help a great deal if someone could come up with an answer.

John Silverman Victoria

Australia
Editor's reply: Can anyone help
John with his poke problem?
Write to us and we'll pass your
tips on to him.

a I would like to inform you of something that happened to me bocause of one of your adverts. I own an Alars 800XL and san advert in one of your instees for Software World in Birmingham. My father had to go to Birmingham so naturally I remembered this advert and grabbed the opportunity of visiting this "marvellous" firstfloor. Assi carrellous" firstfloor. Assi carrellous."

When in Birmingham I, spent a fair amount of time searching for the street. When eventually I found it I saw it had closed down. 'Just my luck' I thought a pouze, though saying where the Atari centre had moved to So. It was out with the A-Z. When I eventually servived I was been seen that it was no bigger than a little newsagent. I was no which they washed her washed his count same sames, which they washed his

not exist.

The assistants did not know what they were talking about, the shop was badly organized and the range of software very limited. I had had a cotally wasted journey. A couple of weeks later I saw a micro-ad for another Asari software library in Sunderland. I

software library in Sunderland, I rang up on the Sunday night and by Tuesday morning I had received full details and a cataluge which contained a wide range of new and exciting titles. The moral of the story? — this

The moral of the story? — the just goes to show that renders should consult the micro-ads and not be influenced by the size of an advert. Lake Good, Leicester.

ZX SPECTRUM £7.95 COMMODORE 54 £7.95 PINSTRON £8.95

PINGPIONG



Imagine Software (1984), 6 Central Street Manchester M2 5NS. Tel: 061-834 3939. Telex: 669977

You can almost feel the tension of the big match breaking through the screen... the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponents booging, defensive bio... SMASSI. ... a great shot opens the score... but this is only your first point! Play head to head or against the computer in this, Konami's first and best



 I am a Spectrum owner from Germany and would like to contact other owners My hobbies are collecting software and playing arcade and adventure games. Andreas Schnoedereind

Dessauerstr. 58a 4050 Moenchengladbach 1 West Germany

· I am writing to inform your publication that a new computer club has been in formed the Whitehaven/Workington

The club, which will be known as The West Cumbria User Group, will cater for computer and electronics enthusiasts.

Activities undertaken will include open evenings, computer courses and working on various computer and electronic projects. At present these include 6502 and Z80 machine code as well as an eprom programmer, graphics digitiser, lightpen and speech projects.

For details of the User Group, and dates of meetings, ring P. Majid (0946) 62732 or K. Purkiss (0946) 66586.

A. Johnson Secretary.

 We would appreciate your mentioning the newly formed 'Christian Micro Users Association'. We hope to link together a large number of Christian micro users and also to promote the use of micros in Church activities

There is not only a great need to discover the few individuals and companies producing 'Christian' software. But also to share the expertise and ideas of

the many people who have sought to use micros in their church related activities. For further details, and a sample magazine, please send a S.A.E Christian Micro Users Association c/o 6. Walkley Street. Sheffield, S6 SRG.

P. A. Clark Sheffield Sth Yorks

 We are a group of Spanish MSX users who would like to exchange ideas, experience and software with English users Club Usuarios MSX Pza del Navio 1 28042-Madrid

· I would like to write to

anyone who owns an Electron. I love Chuckie Egg but can only get to the 25th screen. Please write to me 9 Puriri Street

Spain

Lower Hutt New Zealand I own an Amstrad CPC

464 and would like to have penpals from anywhere. am 171/2 years old and I would like to write to someone about my age. Adnan Abdullah Ali PO Box 3740

Salmiya Kuwait

 I am a boy from Finland who would like a penpal who has an Amstrad CPC464 or 664. I would like to exchange software, news and just talk about computers. Mika Kuulasa

Katiskalahdenkatu 35800 Mantta

 I am an America ■ drive and 1010 cassette gaming nut, anxious to contact other Apple and Atari computer users throughout Great Britain I am a student and just starting to program. My other interests are the figurine painting and attending Sci-Fi conferences Riat C Fleischmann 3621 North 8th

Tacoma WA. 98406

· Hi, I own an Atari 600XL and 1010 recorder and am looking for penpals from other parts of the world. I also have a Texas and PB-100 pocket computer. Please write to me and become by friend

Luay Hmoud PO Box 1318 Irbed Tordan

Spectrum fan and I would like to write to any other Spectrum owners from anywhere in the world. If you would like to write to me, please do. Agust Arni Iohnsson Snorrabraut 50 105 Reykjavík

Hello everybody, I am a

I own an Atari 800XI. with disk drive. I would like a penpal to exchange software and information. Stephen Parker Scotland

 I am a lonely Atari owner here in Sweden and want to get in touch with other Atari owners to find out information and your views. My brother and I have an Atari 400 and 800XL, rama 1000 disk

player. Looking forward to hearing from you. Lar Broberg Granstigen 8 S-620 20 Klitenhamn

Sweden I own a Spectrum and a wide selection of games, mostly arcade. I would like to be contacted by anyone. from anywhere, as soon as possible

ohn E Restano 6/3 Kings Yard Lane Cihmlear

· I am a Spectrum owner and I collect games. I would be interested in someone who would like to swap software, hints and tips. Carlos Forms

Clot 25, A-1 08026 Bacelona Espana

 I own an Atari 800XL Data recorder and disk drive. I live in Somerset and would like to hear from other Atari owners. Martin Rogers

 I am a proud owner of an MTX 512 and, thanks to a cartridge produced by Memotech, I will soon be able to play Spectrum games tool I adore adventures and have quite a few, however I enjoy playing other games, too. am looking for a penpal who owns an MTX or Spectrum. I don't mind the

If it's you, don't wait another minute, get pen to paper and write to the address below. Dino Mangion

17 Zinnia Street Sant Lucia



You are aware only too well, the ability of recognised as being of brilliant concent

In April 1984 that situation became

titles from the following well known software houses: DataSoft/Synapse/Sega/ On Line/Advantage/Mindscape/American Eagle/S.S.I./Big 5/Funsoft/Penguin/PDM-and thats only Sixteen excellent reasons

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We also pull aside the Iron Curtain and take a look at what is happening on the software front in Hungary, . PLUS * There's also a chance to meet the one and only Micro Wizard who does megical things with his computer. If you promise to keep it a secret, we'll tell you how to perform a spellblinding 21 card trick on your Spectrum.

· If you want competitions, then look no further than C+VG. So far we've lined up competitions around Scooby Doo. Koronis Rift. Gyroscope, Tau Ceti and Bladerunner.

 We've also got a couple of maps for you. If you are a fan of Robot Messlah ar er, make sure you reserve your copy now!! · We've also got all the usual

S We've also got all the usual features, reviews, news, hints, tips, Arcade Action, fun, froiles and, of course, The Bughunters.



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